

GAMES

WILL THE REAL MONA LISA PLEASE STAND UP?



A



B



C



D



E



F

Five of These Paintings Are Forgeries,
Incorrect in Some Detail. Can You Spot
the Authentic Portrait? Answer, page 60.



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5. A door to door doorknob salesman?



1

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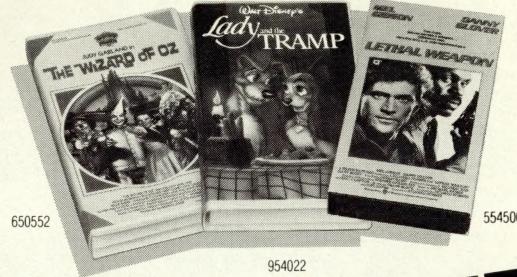
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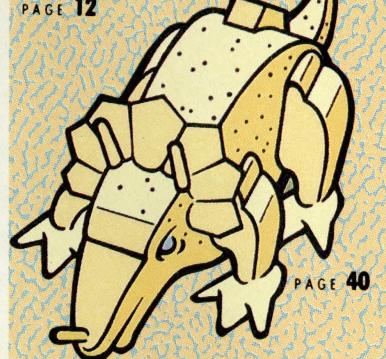
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Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★☆

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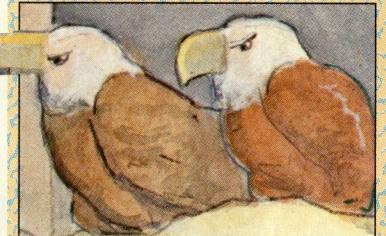
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Air.
It's not
just for
balloons.



APT INITIALS ★★

In last year's April/May issue, we asked readers to send us Apt Initials of their own. Here are some of our favorites.

If "Baby Specialist" is Benjamin Spock, and "Super Pitcher" is Satchel Paige, who are the following people?

1. Johnny's Predecessor
2. Etiquette Pro
3. Renowned Castaway
4. Reel Boxer
5. Publishing Heiress
6. Jesus's Informer
7. Mafia Profiler
8. Wunderkind And Musician
9. Slugs Photographers
10. Interpretive Dancer
11. Stops Timber Blazes
12. Vowel Whirler
13. Resignation Made News
14. Leia's Sibling
15. "Sir" Portrayer
16. excluded every capital
17. Great Pretender
18. Egg Bearer
19. Insider Broker
20. Building Futurist

BUDDY SYSTEM ★★

On stage, screen, TV, and the printed page, the leading man is often given a sidekick for dramatic purposes or for comic relief. Can you match these heroes with their steady companions?

- | | |
|-----------------------|----------------------|
| 1. The Cisco Kid | a. Pat Brady |
| 2. Matt Dillon | b. Bunter |
| 3. Huck Finn | c. Falstaff |
| 4. Sgt. Joe Friday | d. Bill Gannon |
| 5. Don Giovanni | e. Chester Goode |
| 6. Prince Hal | f. Archie |
| 7. Henry Higgins | g. Dick Grayson |
| 8. Don Quixote | h. Jim |
| 9. Roy Rogers | i. Leporello |
| 10. Bruce Wayne | j. Pancho |
| 11. Lord Peter Wimsey | k. Sancho Panza |
| 12. Nero Wolfe | l. Colonel Pickering |
- Robert A. Campbell
Weymouth, MA

TIMES AND TIMES AGAIN ★★

Each letter from A to Z stands for a number. Every letter (except A and Z) is equal to the letter before it times the letter after it. So $B = A \times C$, $C = B \times D$, and so on. If $A + B = 1988$, what does $Y + Z$ equal?

Daniel Scher
Philadelphia, PA

THREE-PARTY SYSTEM ★★

Each of the three political parties in the kingdom of Azalia is known by one of the Azalian national colors: maroon, turquoise, or olive green. Azalian senators can only be told apart by these curious traits: Maroon senators always tell the truth, Turquoise senators always lie, and Olive Green senators alternate between telling the truth and lying.

At a recent session, five senators each made three statements.

Avner said, "I am a Turquoise. There are 15 Maroons in the senate. There are at least as many Maroon senators as Turquoise senators."

Bilga replied, "I am a Maroon. There are 14 Turquoise senators. There are more Turquoise senators than Olive Green senators."

Chuddle added, "I am an Olive Green. There are 17 Turquoise senators. Effery is a Turquoise."

Dobolus declared, "I am a Maroon. Chuddle is a Turquoise. There are 15 Maroon senators."

Effery retorted, "I am an Olive Green. Chuddle is an Olive Green. There are 17 Olive Green senators."

The debate which followed gave reporters plenty of time to figure out what party each of these senators belongs to, and how many senators of each party there are. Can you do the same?

Chris Bisanar
Jenks, OK

ANSWERS, PAGE 54

Your Move is a column of original puzzles and other material submitted by readers. We pay \$15 and up for each item we publish. We reserve the right to revise puzzles and edit manuscripts for clarity. None can be returned unless accompanied by a stamped, self-addressed envelope.

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Production Manager Elaine M. Callender

Typesetter Marcie Bush Herkner

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Circulation Coordinator Elizabeth Hoch

National Advertising Representatives:

Welsh Publishing Group, Inc.

300 Madison Ave., New York, NY 10017

(212) 687-0680

Advertising Director Geoffrey C. Gropp

Advertising Manager Myles Grossman

Account Executives Renee Goddu, Joy S. Hall,

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810 Seventh Avenue

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GEFFEN

PERRY COMO TODAY 1 4 7 8 7
RCA

PAUL SIMON GraceLand 7 2 3 1 5
WARNER BROS

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Born To Boogie WARNER CURB

RUSH Hold Your Fire 4 0 5 2 6
MERCURY

THE BEST OF NAT "KING" COLE 1 4 4 3 2
CAPITOL

GEORGE STRAIT Ocean Front Property 6 3 6 2 3
MCA

THE MONKEES Then & Now (Best Of) 5 3 1 8 3
ARISTA

MADONNA TRUE BLUE 4 3 8 1 1
SIRE

VAN HALEN 5 150 7 0 2 2 0
WARNER BROS

SAMMY HAGAR 6 0 1 5 2
GEFFEN

Parton, Ronstadt, Harris Trio 1 4 8 0 4
WARNER BROS

U2 The Joshua Tree 5 3 5 0 1
ISLAND

MADONNA Who's That Girl/Soundtrack 0 0 7 6 1
SIRE

The Duke Ellington Orch. 6 3 3 5 6
Digital Duke

DIONNE WARWICK Reservations For Two 5 4 1 7 0
ARISTA

HIGHWAY 101 5 4 1 0 4
WARNER BROS

FLEETWOOD MAC Tango In the Night 5 4 0 4 8
WARNER BROS

ITZHAK PERLMAN 1 5 1 4 6
Mozart Violin Concs. 3 & 5

AC/DC Who Made Who 2 0 7 7 4
ATLANTIC

ANNE MURRAY 5 3 5 5 8
HARMONY

ANITA BAKER RAPTURE 7 3 4 0 4
ELEKTRA

GRATEFUL DEAD In The Dark 6 3 2 1 4
ARISTA

CANADIAN BRASS PLAYS GERSHWIN 6 0 6 4 0
RCA Digital

BRUCE HORNSBY & The Range: The Way It Is 6 3 9 1 8
RCA

KENNY ROGERS Greatest Hits 5 0 0 1 9
LIBERTY

MÖTLEY CRÜE Girls, Girls, Girls 2 0 1 9 6
ELEKTRA

MR. MISTER Go On 4 4 1 2 7
RCA

RANDY TRAVIS 6 3 9 1 7
Always & Forever

HEART Bad Animals 5 3 5 5 2
CAPITOL

DIRTY DANCING Original Soundtrack 8 2 5 2 2
RCA

THE JUDDS HeartLand 6 0 3 6 3
ARISTA

JANET JACKSON CONTROL 3 4 5 2 6
A&M

BOSTON THIRD STAGE 7 3 3 9 2
MCA

GLEN MILLER ORCH. In The Digital Mood 4 3 2 9 3
RCA Digital

REBA MCENTIRE Greatest Hits 6 2 1 1 0
MCA

ZZ TOP Afterburner 6 4 0 4 2
WARNER BROS

STARSHIP No Protection 6 3 8 2 7
GRUNT

JAMES GALWAY Italian Serenade 7 3 8 2 4
ARISTA

HERB ALPERT Keep Your Eye On Me 6 3 1 8 6
A&M

DAVID BOWIE Never Let Me Down 7 4 2 1 2
EMI-AMERICA

LIONEL RICHIE Dancing On The Ceiling 3 4 5 4 1
MOTOWN

STATLER BROTHERS Maple Street Memories 6 1 6 6 7
MERCURY

AEROSMITH Permanent Vacation 4 3 9 6 0
RCA

LA BAMBIA 2 0 0 6 2
Original Soundtrack

KENNY ROGERS 6 2 7 4 3
I Prefer the Moonlight

BEE GEES E.S.P. 7 4 2 4 7
WARNER BROS

BILLY IDOL Vital Idol 5 4 0 3 8
DOROTHY

ANDRE PREVIN Rimsky-Korsakov, Scheherazade 1 4 5 1 5
PHILIPS

HUEY LEWIS FORE! 5 4 5 7 0
CHRYSTAL

TWIN SETS Double the music
Count as one! 7 0 4 0 7
THE DOORS (18 Hits)

STING 7 3 9 6 5
Nothing Like The Sun

ELVIS PRESLEY 5 4 0 9 7
The Memphis Record (23 Hits)

TOMITA Greatest Hits 5 3 9 5 5
RCA

THIS IS THE BIG BAND ERA 2 2 5 1 4
RCA

BEACH BOYS 6 4 1 4 3
Made In U.S.A. (25 hits)

Beverly Hills Cop II 2 3 3 4 6
Soundtrack

THE CARS 6 1 5 9 3
Door To Door

BRYAN ADAMS 5 3 9 1 9
Into The Fire

KENNY G DUOTONES 4 4 3 4 3
DUOTONES

LINDA RONSTADT 5 4 3 8 2
For Sentimental Reasons

ALABAMA GREATEST HITS 2 0 2 4 7
RCA

THE POLICE 7 3 9 2 4
Every Breath You Take (Hits)

RONNIE MILSAP 6 3 6 4 7
Heart & Soul

BON JOVI 4 3 4 6 5
Slippery When Wet

DWIGHT YOAKAM 6 4 1 4 6
Hillbilly Deluxe

JOHN WILLIAMS 0 5 3 9 2
POPS IN SPACE

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No Jacket Required

GENESIS 5 3 7 4 0
Invisible Touch

WHITNEY HOUSTON 5 4 3 8 1
RCA

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CHECK ONE: 1 Classical 2 Pop/Soft Rock

RUSH ME THESE 3 SELECTIONS
(indicate by number)

D1
D1
D1

XBT45 BH

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LETTERS

RACKING HIS BRAINS

As a dyed-in-the-wool Scrabble player, I don't really care who shot whom in your photocrime, "Scrabble Can Be Murder," (October/November, page 16). But if the victim was an expert Scrabble player as claimed in the story, and if he had had time to play his blank, he should have added the rest of his rack (consisting of CEILTU) to form a seven-letter word: either TUNICLE or UTRICLE. That way, he would have fingered the killer and made a high score.

David Shulman
New York, NY

"D" DAY

In taking The Super IQ Test (August/September, page 42), I arrived at a different answer for question five. (It asked, "Which letter continues the progression which begins with the following letters? W L C T P W B W T F.") Your intended answer was the letter L, making the letter sequence match the first letters of the words in the question. I, however, assigned each letter its number in the alphabet (A=1, B=2, C=3, etc.). Substitution of these numbers for the letters resulted in this series: 23, 12, 3, 20, 16, 23, 2, 23, 20, 6. Now, if only the last digit of each number is considered, the sequence 3, 2, 3, 0, 6 repeats itself. Continuing the series, the next letter in the progression should be W (answer D), which corresponds to the number three.

Gary J. Anderson
Lindstrom, MN

Another valid answer to question five of The Super IQ Test exists. In cursive, lowercase letters, the sequence of letters reads:

w l c t p
w b w t f

A pattern can be discerned from the sizes of the letters: The first letter is short, the second tall, then short, then tall, then a letter that falls below the baseline. This pattern is duplicated by the next five letters. Logically, the letter W (answer D) would start this sequence again.

Laura Mitchell
Columbus, GA

We received many ingenious arguments about many of the IQ Test problems. But after careful consideration by ourselves and testmaker Kevin Langdon, only two alternative answers were accepted as correct (see "The Super IQ Test Report, Part I," in January GAMES). Many arguments failed because they did not take into account all the information in a problem; others were simply too convoluted to be convincing. The second half of the test report will appear in our May issue.—Ed.

PHRASE OF OUR LIVES

As a native Minnesotan, I'd like to add an expression commonly used in our state to those described in "Talkin' Minnesotan" (Gamebits, January, page 7): "Is that right?" This phrase can be used as an all-purpose response to nearly any statement. It shows interest, but offers no hint of what the speaker *really* thinks. For example, after hearing a friend's lengthy complaint that he, the friend, was entirely faultless in a recent auto accident, the listener might reply, "Is that right?" On the other hand, my mother always answered that expression with one of her own: "Hell, no, it ain't right. But he did it anyway."

Susan Jurgens
New Hope, MN

BURNING QUESTION

In Your Move ("Bright Idea," October/November, page 4), the answer to the question ("Why do light bulbs usually burn out when they are first turned on, instead of while they are in use?") is inaccurate, incomplete, and misleading (I have a BS EE and ought to know). It should read: When a tungsten filament is heated to incandescence, it slowly evaporates. The evaporation may be uneven, eventually leading to weak spots. The filament is heated by an electric current. When the current is applied, the rapid rise in temperature makes the filament abruptly expand and stretch. This creates stresses that may cause the filament to snap at a weak point.

William Sommerwerck
Mechanicsburg, PA

THE LAST SHALL BE FIRST— AND VICE-VERSA

Readers of your magazine might enjoy this palindrome I found years ago in a book in a seminary library. It appears on the baptism font in the Church of Hagia Sophia in Istanbul and translates as "Wash your sins, not only your faces."

NIYON

ANOMHMA

MH

MONAN

OYIN

Rev. Jay Peterson
Great Falls, MT

CONTINUING CONTRAVERSY

Re your Higgledy Piggledy contest ("Contraversy," Letters, October/November, page 6):

Higgledy-Piggledy
Games's Letter Editor
Has got a thing for
Poindexter and North

Social Political
Views don't belong here
Maybe my renewal
Will not come forth.
John Sopensky
Mechanicsburg, PA

In keeping with the Irangate hearings, I would offer the following Higgledy-Piggledy:
Highly and mightily,
Admiral Poindexter
Deniability
Led to his fall.

Ollie and John, who are
Noted for memory,
Constantly testified:
"I don't recall . . ."
Susan S. Swatek
Tulsa, OK

THE CHILDREN'S HOUR

Each time your magazine arrives in the mail, the fight is on! Who gets it first? Even my boys, ages 10 and 8, argue over this. The problem is, when they do manage to get GAMES, the puzzles are too sophisticated for them, and they have to be content with an occasional word-search or hidden image puzzle. Please make my bruises worthwhile and include something for the younger fans.

Cindy Taylor
Froid, MT

Look for our bimonthly GAMES Special Editions, some of which include a 20-page children's section. To obtain any of the three previous Special Editions that have had children's sections, send \$2.95 per issue (we'll pay the postage) to: GAMES Specials, Dept. LMAR, P.O. Box 40, Vernon, NJ 07462. Specify Vol. 1 No. 1 ("Vacation Puzzles"), Vol. 1 No. 2 ("Pencil Puzzles"), or Vol. 2 No. 1 ("Winter Puzzler").—Ed.

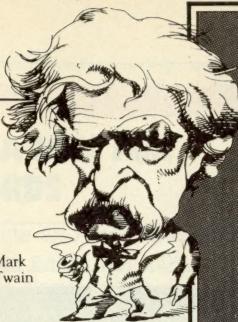
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Ann Kelly
Newport, RI

Finding old games isn't easy. The best advice we can offer is to go to a lot of garage sales and flea markets. You might also find out whether any antique shops in your area specialize in old games.

Serious game collectors—especially those interested in pre-WW2 games—may want to contact the American Game Collectors Association. For information and membership applications, write the Membership Chairperson: Patti Becker, 42 Russet Road, Stamford, CT 06903.—Ed.

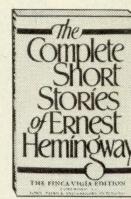
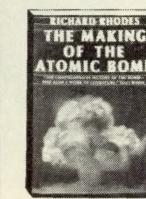
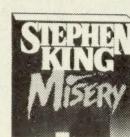


Mark Twain

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Ernest Hemingway



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LETTERS

RACKING HIS BRAINS

As a dyed-in-the-wool Scrabble player, I don't really care who shot whom in your photocrime, "Scrabble Can Be Murder," (October/November, page 16). But if the victim was an expert Scrabble player as claimed in the story, and if he had had time to play his blank, he should have added the rest of his rack (consisting of CEILTU) to form a seven-letter word: either TUNICLE or UTRICLE. That way, he would have gered the killer and made a high score.

David S.
New York

"D" DAY

In taking The Super IQ Test (August/September, page 42), I arrived at a different answer for question five. (It asked, "What letter continues the progression which begins with the following letters? W L C W B W T F.") Your intended answer was the letter L, making the letter sequence match the first letters of the words in question. I, however, assigned each its number in the alphabet (A=1, B=C=3, etc.). Substitution of these numbers for the letters resulted in this series: 3, 20, 16, 23, 2, 23, 20, 6. Now, if the last digit of each number is considered, sequence 3, 2, 3, 0, 6 repeats itself. Continuing the series, the next letter in the progression should be W (answer D), which corresponds to the number three.

Gary J. Ar
Lindstrom

Another valid answer to question five is The Super IQ Test exists. In cursive, case letters, the sequence of letters

w l c t ;
w b w t f

A pattern can be discerned from the sizes of the letters: The first letter is short, the second tall, then short, then tall, then a letter that falls below the baseline. This pattern is duplicated by the next five letters. Logically, the letter W (answer D) would start this sequence again.

Laura Mitchell
Columbus, GA

We received many ingenious arguments about many of the IQ Test problems. But after careful consideration by ourselves and testmaker Kevin Langdon, only two alternative answers were accepted as correct (see "The Super IQ Test Report, Part I," in January GAMES). Many arguments failed because they did not take into account all the information in a problem; others were simply too convoluted to be convincing. The second half of the test report will appear in our May issue.—Ed.

PHRASE OF OUR LIVES

As a native Minnesotan, I'd like to add an expression commonly used in our state to those described in "Talkin' Minnesotan" (Gamebits, January, page 7): "Is that right?" This phrase can be used as an all-purpose response to nearly any statement. It shows interest, but offers no hint of what the speaker *really* thinks. For example, af-

CONTINUING CONTROVERSY

Re your Higgledy Piggledy contest ("Controversy," Letters, October/November, page 6):

Higgledy-Piggledy
Games's Letter Editor
Has got a thing for
Poindexter and North

Social Political
Views don't belong here
Maybe my renewal
Will not come forth.

John Sopensky
Mechanicsburg, PA



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Puzzles"), Vol. 1 No. 2 ("Pencil Puzzles"),
or Vol. 2 No. 1 ("Winter Puzzler").—Ed.

NIYON

ANOMHMA

MH

MONAN

OYIN

Rev. Jay Peterson
Great Falls, MT

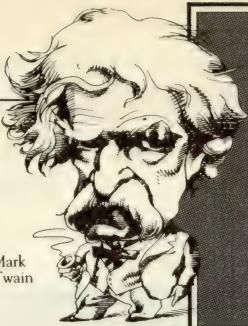
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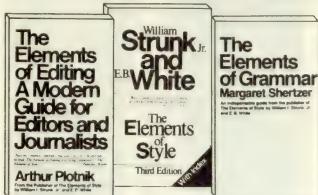


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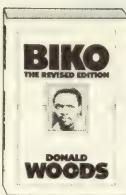


Ernest Hemingway



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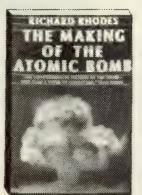
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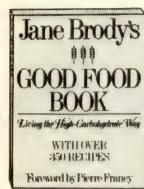
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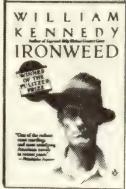
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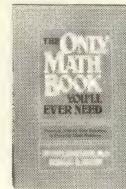
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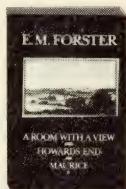
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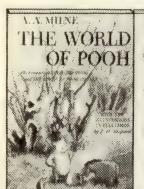
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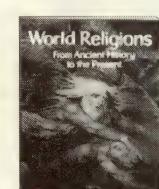
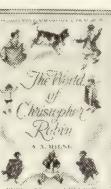
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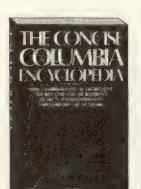
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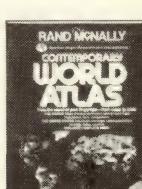
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GAMEBITS

EDITED BY CURTIS SLEPIAN



SARA SWAN

AD FAD

Have you noticed how some magazines smell like the perfume counter of a department store? Well, pretty soon, they're going to resemble the entire cosmetics department. In addition to offering samples of scent, magazine ads now include samples of blush and eyeshadow.

And that's just the beginning for this ingenious form of advertising according to Chris Van Kersen, director of quality assurance at Qmax Technology in Vandalia, Ohio. Thanks to advances in technology, it's only a matter of time before manufacturers start offering readers samples of anything from wrinkle cream to chocolate sauce.

The key to this sophisticated version of Scratch 'n' Sniff is something called microencapsulation. It's a method of enclosing practically any substance in an extremely thin shell that, says Van Kersen, "could be smaller than the diameter of a human hair, or as big as a pea." Pressure, heat, or water will break the shell, releasing whatever is inside.

Makeup was first micro-encapsulated when Charles of the Ritz asked Qmax sci-

entists if they could find a way to put blush and eyeshadow in a print ad. They did, but not without a few snags. How, for instance, to attach the microcapsules to the page without glue, which changes the consistency of the cosmetic? They finally solved the problem by bathing the powder with static electricity, causing it to cling to the page.

Qmax's magic may one day work wonders with beverages. "Microencapsulation can turn a liquid into a dry powder," says Van Kersen. "So something like Hawaiian Punch could be attached to a stirring stick. Then all a person would have to do is stir it in water."

With the addition of a special thickening agent, stirring sticks could also carry drinks with more body, such as soup. Magazine readers could simply pull off the tabs and dip them in water.

Van Kersen envisions magazines containing sample sheets of special toppings, perhaps for microwaveable frozen foods. Moreover, "You could use pouches to provide samples of food, such as barbecue sauce," says Van Kersen. But, he adds, "so far I haven't had a nibble on that." —Minda Zetlin

THE TIES THAT BLIND

When a national retailers' group went looking for The Ugliest Tie in America last spring, contest organizers expected to see some truly terrifying color combinations. But when the search ended—appropriately just before Halloween—the winner was literally hair-raising.

Sponsored by the National Association of Men's Sportswear Buyers, over 200 local Ugly Tie Contests were held in U.S. and Canadian stores as a "tie-in" to Father's Day. Customers were asked to raid Dad's tie supply and bring in the worst. The response: 10,000 tacky ties.



All 10,000 cravats displayed exquisitely bad taste.

Of the 66 finalists displayed last October at the Javits Convention Center in New York City, all but one were wide—and with good reason. As Jack Herschlag, executive director of NAMSB, said, "The wide tie has more room for ugliness than a narrow one."

The worst offenders were what Herschlag calls "aggressive nothings. They scream, 'Here I am!' But there's nothing there." Designs included lightning bolts, psychedelic splashes,



Reverend Konrad's winning tie is as ugly as sin.

loud floral patterns, and geometric abstracts with clashing colors such as green, purple, and orange.

The Ugliest Tie in America was made in Japan. Its pattern, a shiny aqua, gold, and white paisley, was bad enough, but what made it merit the \$500 top prize was a thick layer of hairy-looking raw silk threads.

"If you wore it, it'd look like an animal had you by the throat," says Herschlag. "People kept asking, 'Do you need to feed that thing every day?'"

The tie was bought 10 years ago by the Rev. James Konrad, a pastor in Peru, Illinois, who paid 25 cents for it at a rummage sale. He'd heard about an Ugly Tie Contest in a nearby town and figured, "If there's another Ugly Tie Contest some day, have I got a tie!"

Other Americans have kept their ties longer than Konrad—some for more than a generation. "We had a lot of entries from the 1950s, and even some from the '40s," says Herschlag. "Many weren't inherently ugly. It's just that tastes have changed."

Which just goes to show that ugliness is in the tie of the beholder. —Mark Danna

AT A LOSS FOR WORDS

Imagine an America without garage sales, hot tubs, slam dunks, floppy disks, Frisbees, TV dinners, and cellulite.

If you can't, leaf through Webster's *Third New International* dictionary . . . none of these words and phrases appears in it. To fill this language gap, Merriam-Webster has just published *12,000 Words* (\$10.95), a supplemental dictionary listing words that "have become firmly established in the language" since Webster's *Third* came out in 1961.

A modern Rip Van Winkle dozing off 27 years ago and waking up today with a copy of *12,000 Words* at his side would have to come to terms with a dizzying array of shocks (culture and future), codes (genetic and ZIP), processors (food and word), effects (greenhouse and placebo), and theories (domino and big bang). He would wake up in a world where people get the blahs not the blues, and where red-eye designates a flight, not a medical condition. Rip would doubtless dismiss the whole thing as a bad dream on discovering nouvelle cuisine, designated hitters, bigfoot, and fat farms.

12,000 Words may disturb the heavy sleeper, but to a compulsive compiler of lists like myself, it's a dream come true. New categories derived from the book include meals composed of foods defined and described since 1961: Crudités, dim sum, empanadas, granola, junk food, nachos, Peking duck, yakatori, and zuppa inglese, for example. Take home what you can't finish in a "doggy bag."

What post-1961 people to invite to the feast? How about yuppies, hippies, flower people, doves, hawks, grunts, nerds, hackers, and teenyboppers.

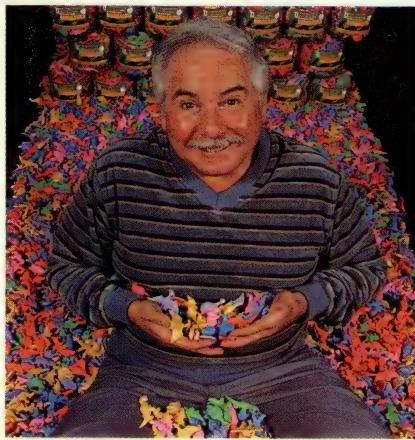
There are rock variations (acid, folk, glitter, hard, punk, and soft), body words (knee-jerk, knuckle sandwich, and nose tackle), and terms with numbers in them (PG-13, catch 22, top 40, uranium 238, one-night stand, one-liner, and one-on-one).

These lists demonstrate how word-poor was the pre-1961 world of Webster's *Third*. But people at the turn of the century were really deprived. In *Our Times*, Mark Sullivan lists hundreds of words not yet in the dictionary of 1900. One sentence stands out: "There was no such word as hijacker, nor fundamentalism, Freudian, sundae . . . nor cross-word puzzle."

—Paul Dickson

AY, THERE'S THE RUB

Murray Garrett's Diner Industries makes \$8 million a year selling erasers of every shape, from Big Bird to Starship Enterprise. His biggest sellers are dinosaurs and jungle animals. Collectors of these popular erasers—and there are many—would never think of rubbing them the wrong way.



JOEL RIEMAN



CULVER PICTURES

A good butler is worth toasting.

THEY ALSO SERVE

Blue bloods who complain that they can't get good help nowadays obviously have never heard of Ivor Spencer. Twice a year in London and twice in the U.S., this professional caterer and toastmaster holds classes to train professional butlers.

With topics like investment tipping, employer security, and staying on good terms with the cook, it's a varied syllabus. Students practice serving main courses from platters without spilling gravy, fielding questions from black sheep family members trying to ferret out the family's finances, tactfully removing an unruly guest, and handling a guest's complaint about a wine.

The qualities Spencer expects his students to possess would make a Boy Scout proud. Loyalty, integrity, discretion, honesty, immaculate personal hygiene, and a passionate attention to detail head the list. "This place is nirvana for perfectionists," one student sighed happily.

Most of Spencer's Jeeves-in-training are in their thirties, and look upon butlering as a chance to travel and experience a tonier lifestyle. And indeed, the most frequent employers are U.S. media personalities

and businessmen. Anyone we know? As befits a man who teaches discretion, Spencer won't divulge names. But he does say proudly that several of his graduates now work for the Royal Family.

—Fran Severn

ONE OF A KIND



LISA DESIMINI

The Japanese have come up with a tasty new idea. As reported in *MD* magazine, they are selling edible decks of playing cards. Originally intended for mountaineering expeditions, the munchable cards come in several flavors, including beef, salmon, and banana. Selling at a rate of 10,000 packs a day, they give new meaning to the phrase "club sandwich."

—Curtis Slepian



A Letter From Riddlebury

Dear Friends: I've seen some pretty odd towns in my extensive travels, but none as peculiar as the little burg I stumbled into this morning. The inhabitants have the maddening habit of conversing in puzzles of logical deduction! You'll see what I mean when I tell you of three of my encounters in Riddlebury: in a roadside diner, in the town library, and on a prominent street.

MIXED GRILL ★

The waitress, who had the name Rosie stitched on her blouse, removed a pencil from her coiffure and asked, "What'll it be for you today?"

"I'll have the daily special," I said, indicating a sign behind the counter:

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Thursday — Ham

Friday — Swiss Steak

Rosie turned to look. "Oh, the sign's all wrong now," she said with a mischievous smile. "The special you want was served yesterday. And what this sign calls yesterday's special is actually being served tomorrow. Today's special is fried chicken."

To get into the spirit of life in Riddlebury, friends, see if you can tell from the encounter above, on what day of the week my visit occurred, and how the daily specials had been rearranged.

LIBRARY BOOKS ★★

"I've been librarian in Riddlebury for twenty years," Mrs. Dodge said to me, "and I've learned that preference in reading does not necessarily run in families. Why, just last Saturday, four parents each brought a child here, and each child chose a different type of book."

"What types?" I asked.

"Biography, science fiction, an adventure story, and a mystery. And it so happened that each parent also picked out a different one of each of those four types of books."

"And taste in reading did not run in families?" I asked warily.

"Not at all," returned Mrs. Dodge. "No parent chose the type of book picked by his or her child. For instance, Mr. Parker and Amy wanted the same type of book. And Charlie's daughter and Jack's mother liked a second type. And then Grace and Fred preferred a third type. And Fred's father and Helen's child picked a fourth type. You see?"

"Not exactly," I admitted.

"Well, it's really quite clear," Mrs. Dodge said sternly. "Donna never reads science fiction, and neither does Mrs. Norman. The Miller boy loves adventure stories, and so does Mrs. Ogden. Neither of the mothers picked out biographies. Burt, I've found, will read almost anything."

"Am I supposed to be able to tell," I asked, "which ones are the parents and which are the children, what each of their last names is, and what type of book each person chose?"

"Of course!" said Mrs. Dodge. "Particularly when I tell you that the two who read science fiction are the same sex."

Can you solve the librarian's riddle?

PARK STREET ★★

Five large houses stood on the north side of Park Street; the south side lay vacant. In the lawn of the first house on the west I saw a small sign which read: "100 Park St.—Jenkins." The second house, just to the east, displayed a similar sign: "102 Park St.—Jenkins." Next to the drive of the third house was another sign: "104 Park St.—Jenkins." And the next two houses, No. 106 and No. 108, both proclaimed their residents to be named Jenkins.

"I see you're admiring those five houses," smiled Officer Wilson, who was sitting on a bench on the opposite side of the street. "Old Mr. Jenkins had five children—Robert, Samuel, Theresa, Ursula, and Victor. Each grew up to be a leading citizen in this town. These are the five houses they built for themselves, right on old Mr. Jenkins's property. There's the insurance agent's house, two doors west of Ursula's house. The high school principal lives between Theresa and the second oldest Jenkins. The owner of the town's hotel lives just east of Robert's house. The manager of the bank lives just west of the second youngest."

"They seem to have done very well," I commented.

"Certainly they've been successful," agreed Wilson, "but they act just like anyone else. Why, the oldest takes the bus to work every day, and the man in 106 walks to work. The mayor, though—he rides with his son, and his next-door neighbor drives to work. But one of the women rides her bike, rain or shine."

"I'm afraid I'm not quite sure who lives where, or who is older than whom, or what anybody does for a living," I said, trying furiously to think.

"No?" remarked the policeman. "Well, bear in mind that both Victor and the hotel owner are younger than Robert, the middle child. I'm sure you can work it all out. Good day to you." And he sauntered off.

In time, friends, I did get it all straight. Can you do the same? **ANSWERS, PAGE 54**



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The Japanese game of shogi is closely related to chess. But in their financial rewards and the attitudes of their professional players, the two games are worlds apart.

DIFFERENT AS EAST AND WEST

by John Fairbairn

Last fall, the eyes of the chess world were focused on the World Chess Championship in Seville, Spain. It was between two Russians who had to play outside their native country to earn a rare worthwhile payday. Yet there is a country where chess is now being played, in a very different form, at a financial level chess players must envy. The country? Japan.

Not too long ago I was lunching in a fish restaurant in London with a shogi master and two English chess masters. The main topic of conversation had been the various shenanigans of Western chess players, not least the alleged plots and counterplots of world championship matches. (In recent years, players have accused opponents of using hypnosis, mind rays, and even threats against family members living in the



Soviet Union.) Then one of the English masters asked the Japanese pro, Aono Teruchi, what sort of nastinesses existed in shogi.

Aono thought for so long, his head cocked over in a look of such puzzlement, that we thought he had caught a fish bone in his throat.

But eventually he, and we, relaxed as he managed to recall how he had accidentally forfeited a game by playing an illegal move not just once in his career, but twice!

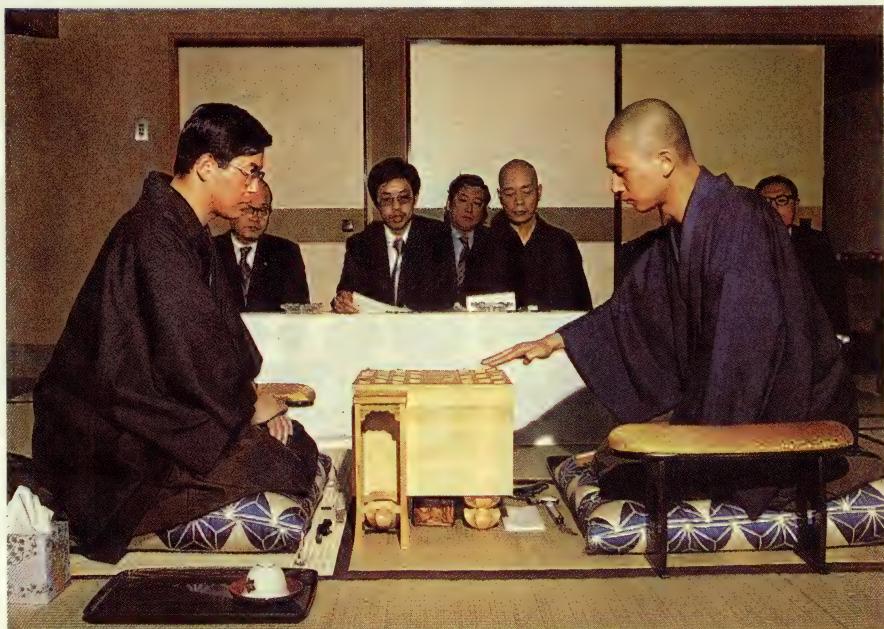
It was the English masters' turn to look puzzled. They expected the story to go on from there. But that was the best Aono could do before he went back to his cod and chips.

Now that wasn't quite the worst thing to happen in shogi (the real dirt comes later) but it does symbolize the vast difference between how the two forms of chess are played at the professional level in Japan.

Western chess enjoys occasional peaks of media interest, almost always when controversy reigns. Its players are still struggling for financial security; very few can earn a decent living from chess alone, even when tournament earnings (usually meager) are supplemented by writing articles and books on the game. Current plans to form a grandmaster circus seem to depend greatly on media hype. In contrast, shogi has long enjoyed steady and balanced coverage in Japan, and its best players are assured of rich pickings. They have no need of hype, and so the pace of the game is gentler and the behavior of players differs vastly from that of their Western counterparts.

The English players were even more astounded at the differences when they visited Aono with me during a shogi tournament in Japan. Their visit began, as it might for any chess master arriving at a foreign capital, with a cab drive through the hurly-burly traffic and the skyscrapers—"Which country are we in today, Anatoly?"—until they reached the smart five-story headquarters of the Japan Shogi Federation (JSF), which is the guild of professional players that controls all sponsored events in Japan.

We made our way to the third floor and then, quite suddenly, as the elevator door closed behind us, we felt as if we had just traveled in a time capsule: The Western world had disappeared without trace. Now we were in a world of straw mats, springy but surprisingly firm and with that disconcerting tobacco-like smell they have when new; of gleaming, polished woodwork untouched by paint; of



Nakahara Makoto (left) and Mori Keiji square off during the best-of-seven shogi championship series, the Meijin.

white paper windows with soft silhouettes behind them; of silently sliding doors; and on the walls, nothing, save in one corner, in an alcove, a single vase and a vertical scroll with four restfully written characters exhorting us to forget the pressures of the outside world.

But we were there on business and had to snap out of the feeling of wanting to lie down and meditate. After discarding Western shoes for Japanese slippers, we were ushered along a corridor into an even larger room of the same type occupied by about 20 professionals noisily slurping green tea and kneeling at traditional shogi tables about one foot high. We were the only spectators there, for it is a rare thing to be allowed to watch Japanese pros at play in serious tournaments.

The whole culture shock of real Japanese indoor surroundings—still an unusual sight for most Western tourists to Japan—tends, the first time, to induce a feeling of whisper-engendering awe. Awe which soon changes to "Ow!" as folded legs cramp, but in this case we hardly had time to find a comfortable way of kneeling on the floor before Aono recognized us and came pottering over.

He and another player nearby proceeded to chat with us until he could see our English legs rebelling. As we hobbled out to recover, the first words from one English master were, "You'd get thrown out of a chess tournament for talking like that—for less, in fact." The fact that this was

uttered before rather than after the scream of discomfort from pins and needles shows how much of an impression the scene made on him.

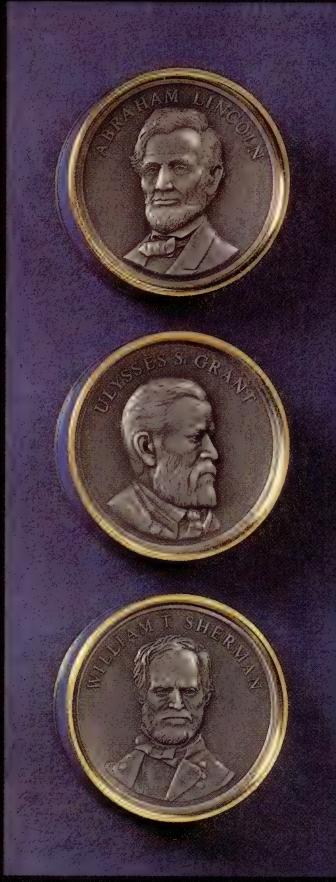
Many chess players are notorious for their tempers, and sometimes storm out of a tournament in a dispute over the lighting, the noise level, or the closeness of the spectators. What made the apparently casual behavior of the Japanese players all the more remarkable was that the stakes they were playing for were higher than most chess pros ever compete for. Shogi players are coy about disclosing their income. This is probably because they get from newspaper sponsors (rumor has it) only about three-quarters as much as their rivals who play Japan's other great board game, go. It's a matter of "face."

But in 1986 the top go player, from tournaments alone, earned 70.2 million yen (over \$500,000) for about 50 games. The top female pro in go earned nearly 10 million yen (\$75,000) and the top 10 male players together grossed over 300 million yen (\$2.2 million). You can estimate shogi earnings yourself from that.

The only published figure for a regular shogi event is that the winner of the All-Japan pro Tournament, considered minor though it has the best paid final, gets seven million yen (\$50,000) for the final alone. But graduated fees are also paid for all games in tournaments. Since virtually every go and shogi tournament is run wholly or partly on a knockout basis, the basic

(CONTINUED ON PAGE 16)

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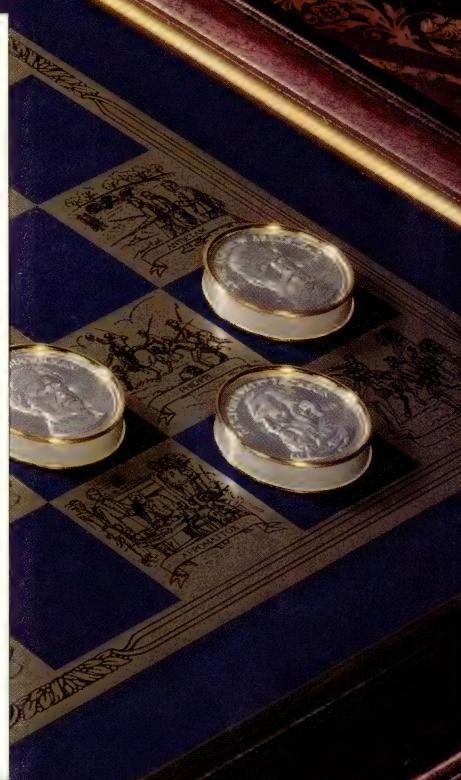
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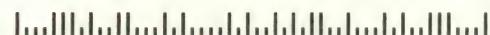
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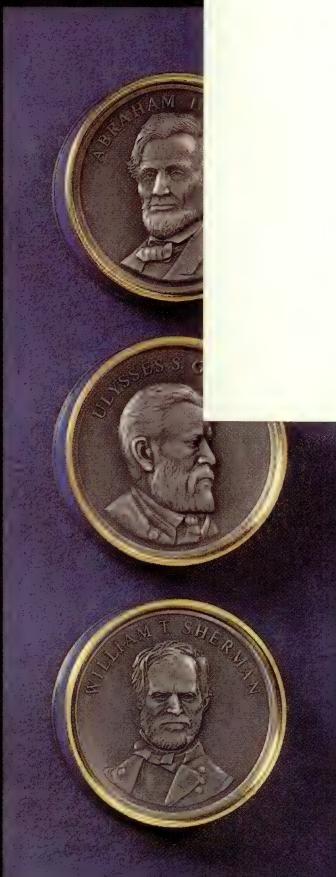
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principle is that the more you play the more you earn.

All pros are entitled to appear in most tournaments, but senior pros are usually seeded to enter at the later stages. The result is that everyone gets at least one plum out of the tournament pie. In addition, all pros draw a small annual salary for life from the JSF, and they can also add to their earnings by writing shogi columns or books (often ghosted), appearing at amateur events, giving lessons, advertising, taking guardianship of apprentice pros—or from the many general freebies around.

The shogi life can be lucrative, as only about 120 pros (qualification is strictly regulated) cater to an amateur audience estimated at 19 million players.

The income of professional shogi players may better be compared with that of Western tennis players or golfers rather than Western chess players. For example, in golf top individual earnings for 1986 on the PGA tour were \$547,779. Ironically, many amateur shogi fans in Japan adore the stars because they show disdain for filthy lucre, unlike the grasping go players. Go players are the descendants of merchants, they say. Shogi players come from good samurai stock.

Like chess, shogi evolved into its current form four or five centuries ago. Earlier versions of both date back to a common ancestor, the relatively slow-moving Indian game of chaturanga. But whereas chess added excitement by adding long-range bishops and queens, shogi grew into its modern form by allowing captured pieces to be used by the capturer, probably in imitation of 16th-century Japanese warfare. (For shogi rules, see the box on page 17.)

This radical and unique change, which had enormous implications (one of which is that shogi, unlike chess, has so far defied effective computerization due to the vast increase in the number of moves to consider), was facilitated because even in the earliest forms of shogi, pieces were pointed pentagons copied from tablets used for Buddhist writings. Players showed they commanded a piece by pointing it away from them. A change of sides was then easily simulated by turning the pieces around.

But two other things conspired to make shogi what it is today, a sort of superchess. One was the appointment of shogi players as court officials, providing patronage under which they could flourish. The other was the par-

allel patronage of go, a game played on a large board of 19 by 19 points (see July 1985 GAMES), hence needing a grasp of large-scale strategy. That, and the precepts of Sun Zi's Art of War, the ancient Chinese classic of strategy, have influenced shogi concepts, so that shogi is now by far the most strategically advanced form of chess.

Although shogi flourished from the early 17th century under court patronage, the fall of the shogunate in 1868 abruptly made life grim for famous go and shogi players. Most had to seek a second occupation, and a popular course for many on the shogi side was the piece-making vocation. This became such an art that there is one town, Tendo, in Yamagata Province, devoted to it. Bridges there are named after, and marked with, shogi pieces, and a huge king piece dominates the skyline. Sets of pieces off the shelf cost up to about \$7,000, but you can buy one piece with your name inscribed for a few cents in the souvenir shops.

But what eventually saved go and shogi players was the introduction of daily newspapers at the end of the last century. Board games having enjoyed such high status just a few de-

cades before, it was natural for the papers to have go and shogi columns. Actually, this was said to be in imitation of the *Times* in London, but *Times* readers would have found them rather peculiar.

Although written by successors of the professionals employed at court, a typical column might consist of a game score with a single comment, such as, "Move 128 was good." But in their brevity, and at their best, they are a Zen-like distillation of wisdom that encourages the student to think for himself. "How-to" books exist in Japan but do not seem to strike as deep a chord as the Master Class style of tuition.

The other saving grace for the games was that despite the turbulence of Japanese history after the fall of the shogunate and the inrush of Western fads, the patriarchal structure which imbues all Japanese life remained intact. This meant that the normal way to pursue shogi excellence was for a talented child to join one of the established families by adoption (his original family paying for the privilege). There, he would join other students in a hothouse of shogi study and rivalry, but form sibling-like bonds that would nurture him for



(Top) Shogi matches are frequently televised in Japan, but newspapers are the game's most important sponsors.

(Bottom) The Japanese yen for shogi is evidenced by the wide range of equipment available; a set can cost anywhere from a few dollars to many thousands.



PHOTOGRAPHS COURTESY OF SHOGI RENMEI

the rest of his life. He would depend on his father/master for providing the right atmosphere, for promotions and opportunities, and for induction into the full-time professional world.

This pattern has persisted to the present and it is only in very recent years that there has been a marked shift away from it. Nowadays an increasing number of youngsters are learning shogi at home, schools, and clubs before going to the JSF's Shōreikai, a school of apprentices much like a music or ballet school in the West.

Which raises the question: Is shogi ability a gift, or can it be learned in school? We tend to think of chess as an art-cum-science, along with music and mathematics, where ability is a gift from the gods. But in shogi and go, it is tremendously common for ability to run in the genes. Father-son, father-daughter, and similar relationships often occur in the pro world—whole broods of brothers and sisters may be pros. The most exceptional case was the chain begun by Ito Soin, who became the 5th Lifetime Meijin (a sort of world champion) in 1713. He had five children, all of whom were supreme players—three ranked among the best who ever lived. They in turn had offspring who were great players, one being the regular opponent of the shogun Tokugawa Ieharu who was of professional strength himself. Even down to Ito's great-grandsons, shogi talent was evident to an unusual degree.

Another difference between top oriental and Western players that soon becomes apparent is that few shogi players show an obvious talent in other areas. Whereas many chess players are, for instance, excellent mathematicians, musicians, or linguists, shogi players just play games—shogi, go, and mahjong. That is not to say that brains and shogi do not go together, for in many families they often do. Several of today's pros, for example, have brothers or sisters in Japan's leading universities. But given the pigeonhole aspect of Japanese life, once you become a game player, or whatever, that generally is what you stay for life.

One similarity across the East-West divide, though, is that women find it tough to excel at the game. There are female shogi pros who do well financially (and far better than any female chess players), but they are barely as strong as the top male amateurs. (Explanations of the marked difference between male and female abilities at certain types of games—including shogi, chess, and bridge—remain

Shogi Vs. Chess: A Comparison

Chessplayers tend to think of chess as a single game. In reality, it is a family of many related games, the earliest of which probably appeared between the third and sixth centuries. Today, the most important forms of the game are Western chess, xiang qi (Chinese chess), and shogi. Of these, shogi is by far the most intricate. It is also, to most persons familiar with all three games, far and away the most exciting to play.

Shogi is played on a slightly rectangular 9x9 grid. Each player starts with 20 pieces: nine pawns, a king, two gold generals, two silver generals, two knights, two lances, one bishop, and one rook. Pieces are generally weaker than pieces in chess: There's no queen, and even pawns are limited to both moving and capturing on the single square in front of them.

The tameness of the pieces' powers, however, is more than compensated for by the ingenious "drop" rule that distinguishes shogi from other forms of chess: A captured piece becomes the property of the player who captures it. That player may, on any subsequent turn, drop that piece back onto the board (onto an empty square) and use it as his own. A player may not drop a pawn on a file where he already has another unpromoted pawn—but this is practically the only restriction.

In Western chess, every exchange of pieces makes the position simpler than before, as the number of pieces steadily dwindles. In shogi, all pieces remain in play throughout the entire game, and every exchange complicates the position. If two bishops are exchanged, for example, then each bishop—instead of having, say, 10 legal moves available—can now drop onto any of perhaps 50 empty board squares!

Simple arithmetic shows that when a player has a few different types of pieces "in hand" (as captured forces off the board are called), he may easily have a choice of 200 or 300 possible legal moves in a given position. In chess, by contrast, a player typically has around 30 or 40 legal moves available. Roughly speaking, a player who wants to look ahead just three or four moves per player will have to consider about 1,000,000 times more positions in shogi than in chess.

And shogi has still another complication that chess doesn't: Promotion occurs on any of the last three ranks, and applies not only to pawns but to nearly all the other pieces. A promoted piece is flipped over to reveal its other side. Bishops and rooks promote (to "horses" and "dragons," respectively) by adding the ability to move like a king; all other pieces (except kings and gold generals) promote to golds.

Draws in chess are very frequent; the first Kar-



When a piece promotes, it is flipped over to reveal its new identity. From left to right in both rows, the pieces shown above are the promoted rook, bishop, silver, knight, lance, and pawn. All but the first two move as gold generals; they are depicted differently because they will revert to their unpromoted state if captured (pieces are always dropped in their unpromoted state).

pov-Kasparov World Championship match had 40 draws in 48 games. In shogi, where there are no draws by agreement, no stalemates, and no perpetual check, draws at the grandmaster level are rare—around 2 percent of all games. Furthermore, the player who moves first in shogi wins only slightly more often than the player who moves second; in chess, the advantage of the first move is pronounced.

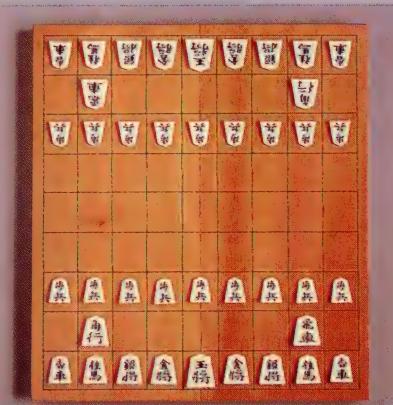
One of the best features of shogi, though, is that you don't have to be very good at it to enjoy it. Beginners seem to catch on quickly to the fun of disrupting the opponent's forces by dropping pieces in their midst, and chess players soon become enamored of shogi's typically wild "endgame" positions, in which both players' kings are on the brink of being checkmated.

For more information

A Westernized shogi set has recently been released in the United States by The Games Gang (the makers of the party game Pictionary). Its rulebook is excellent, and includes sample professional games, strategy tips, and problems to solve.

The best English language book on shogi is John Fairbairn's *Shogi for Beginners* (Ishi Press), which contains much additional and detailed material. Strongly recommended for serious students of the game is the English language magazine *Shogi*, which was published in England from 1975-87. Sleekly produced, it contained translations of many articles by professional players on all aspects of the game, as well as problems to solve. Most of the 70 back issues of *Shogi*, as well as a complete line of shogi equipment of all styles and price ranges, are available from: G. F. Hodges, P.O. Box 77, Bromley, Kent, United Kingdom. Write for current price list.

—R. Wayne Schmittberger



The opening setup in shogi is shown above, with both a Japanese set, left, in which the calligraphy indicates each piece's name, and a Westernized set, in which possible directions of movement appear on each piece. Pawns move and capture one square straight ahead; knights are like chess knights, but can only move to the two forwardmost squares. Kings, golds, and silvers may move one square in the directions indicated; rooks, bishops, and lances move any number of unobstructed squares in directions showing an arrowhead.

controversial.)

Professional shogi was extremely fortunate in making friends with newspapers so early on. Apart from the double-barrelled package of sponsorship and guaranteed publicity, being part of the media world also meant a smooth transition into radio and television sponsorship. But here is another surprising difference from the West. TV is welcomed, but not cultivated. In top-level events, TV cameras are kept out of tournament rooms just as assiduously as spectators. It is the newspapers who are the kings.

What the newspaper gets in return for sponsorship is not publicity, but the right to publish the games of its own event first (though, in fact, they publish very few). The most common procedure is to publish a game in installments, with commentary, in the newspaper itself. When it comes to the title match (finals are usually best-of-five or best-of-seven), the games are published as they take place, normally over two days. For each game, a player is allotted nine hours thinking time (if that is used up he switches to playing a move a minute). With no spectators allowed, the only people in the playing room, which is nearly always a Japanese-style room in some luxury spa or hotel, are the two players, the timekeeper/scorekeeper (a young pro), the umpire, and a reporter from the sponsoring medium. Newspapers may, on special occasions, complement the reporter with a famous writer to produce a color piece.

The idea of a separate timekeeper/scorekeeper will be strange to chess players. But Western practice is just as strange to the Japanese. On a visit to London to be the star in a photo-feature for a magazine, top player Yonenaga Kunio offered to meet Western amateurs in a simultaneous display. As is normal when pro meets amateur, he gave substantial handicaps by removing some of his own pieces. He was then rather offended to be asked by one player to play with clocks. But out of politeness he agreed. We were then witness to the extraordinary spectacle of the pro walking from board to board followed a step behind by one of the magazine's staff pressing his clock for him.

Playing pro shogi is indeed rather a cozy little arrangement, and not just because of the playing conditions. All pros belong to JSF and many share the same teachers. One result is that pros know each other well and share most off-the-board activities, usually mixing outside with media men. After



PHOTOGRAPHS COURTESY OF SHOGI RENMEI

With about 19 million Japanese playing shogi, it isn't surprising that amateur tournaments attract thousands of enthusiastic players.

the first day's play of a title game, the usual practice is for the players to eat and relax together. There are no seconds or overnight analyses (as there are in chess), incidentally. The details of the meal are often reported in the papers—choosing noodles, for example, is supposed to indicate a player is expecting a long stamina-sapping game.

Concentration is intense but behavior is relaxed. One example concerns a title match where Nakahara Makoto was playing Kato Hifumi. It was near the end and Kato was reduced to playing at a move a minute. He was also bursting to go to the men's room. But no time-outs are allowed. However, when Nakahara sank into thought on one move, Kato thought he had found his chance and rushed off. But as soon as he reached the door, Nakahara bellowed after him, "I'm playing now!" Kato, in agony, had to rush back, only to find Nakahara rolling on the floor in stitches. Then he sportingly let Kato go in his time.

But what happens when this friendly arrangement breaks down? It does occasionally, and I did promise at the beginning to reveal the real dirt behind shogi's bamboo curtain. It began when a young player called Mori Keiji won the right to challenge Nakahara for the supreme title, the Meijin.

There was the inevitable interest in a new face, of course, but the public first got wind of the future ructions when Mori appeared on TV and told an interviewer he thought he could win. Such presumptuousness branded him a troublemaker, but he refused to recant and went off to play Nakahara for the best of seven games.

On the morning of the first game, Nakahara, as custom decreed, had taken his place at the board first, supervised by the umpire, and as the se-

nior player he had taken the seat near the alcove-facing door, in front of the \$40,000 kaya board specially made for the event. Nakahara was aware of Mori's brashness, but he had made no comment himself and had acted impeccably. He had no reason to expect the display of uncouth behaviour that Mori was about to unleash on the unsuspecting assembly as he walked through the door and bowed.

Nakahara's jaw dropped. Mori had shaved off all his hair. Without permission. (See photo on page 13.) Poor Nakahara was so rattled that he was unable to concentrate, and lost the first game. Indeed, it took him several games to recover, although he eventually went on to retain his title.

Mori's lame explanation afterwards was that he had followed the traditional practice of head-shaving as a sign of determination to give his best. But he had not given warning. He had broken the rules of group solidarity. He had set himself up as "different"—the protruding nail that a famous Japanese proverb demands must be hammered down.

That was in 1978. Since then Mori's career has languished badly.

That's dirt? Well, I'm afraid it's the worst shogi has to offer. It just doesn't have the off-the-board excitement that chess has. But there is a compensation. You see, in shogi, all the fun is *on* the board. Unlike chess, draws are rare. There is more strategy than in chess and openings do not run on must-be-memorized rail lines as in chess. There's even a handicap system—unlike anything possible in chess—that allows unequal players to compete on equal terms.

Why not try it yourself? ■

John Fairbairn is a British journalist and translator. An expert on all Japanese games, he has translated books on both shogi and go into English.

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Pop Party ★★

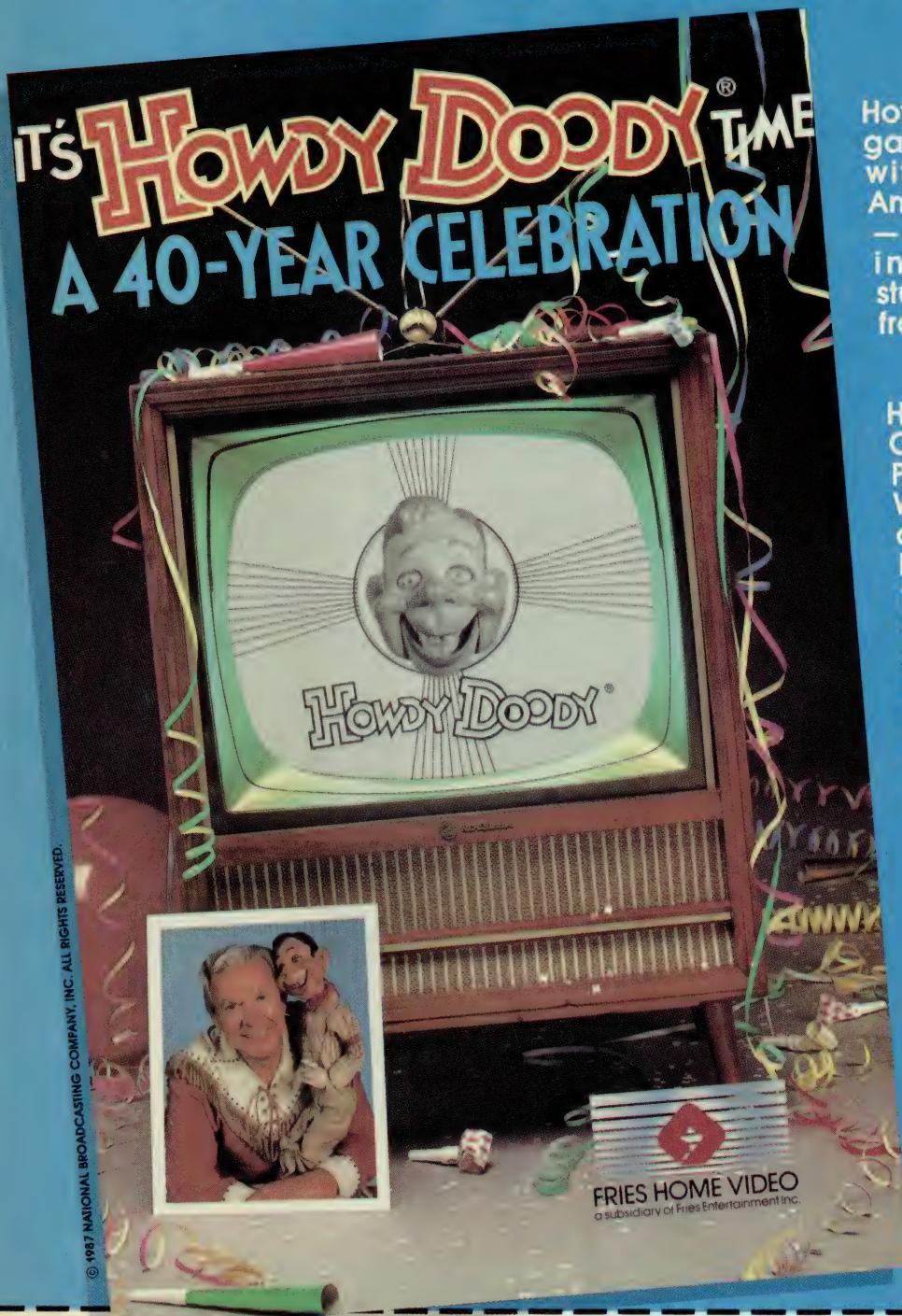
ILLUSTRATED BY DAVID GORDON

You're invited to the rock 'n' roll party of the year. Attending are 30 of pop history's greatest performers, both groups and individuals. Give your invitation to the portly man checking tickets at the door (yes, that's Chubby Checker!), and then try to identify the rest of these superstar musicians. **ANSWERS, PAGE 54**





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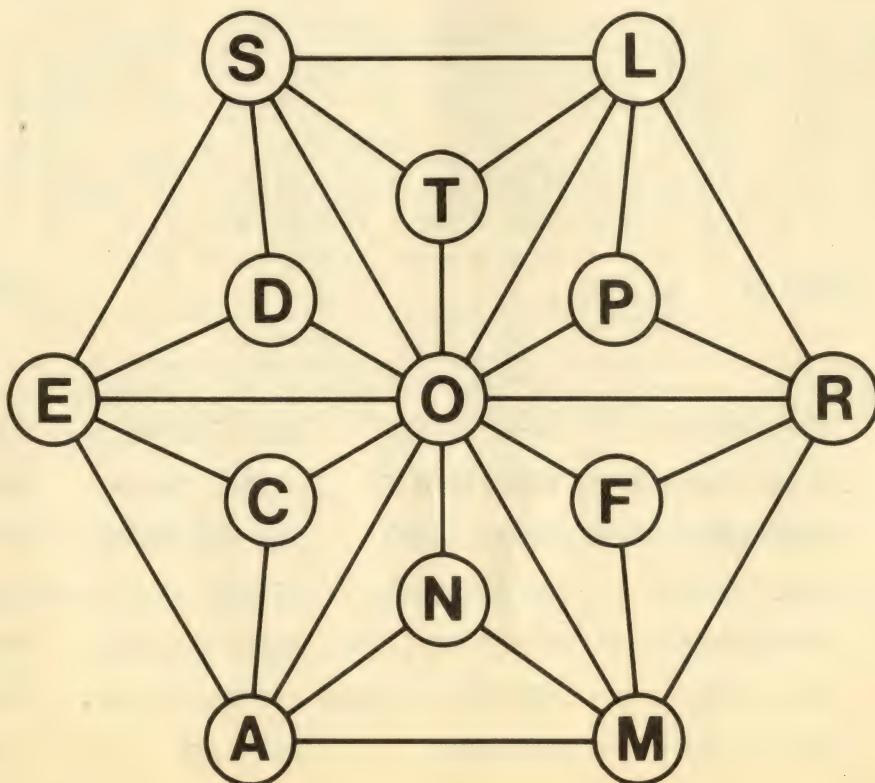
SIT FOR A SPELL ★★

BY WILL SHORTZ

How many words of five or more letters can you find in the grid below, provided that each word uses at least one set of doubled letters? Words may be spelled by moving from letter to letter along the lines connecting the circles. For example, you can form the word MOOSE below by starting at the M at the lower right, moving up to the O, repeating the O, continuing up to the S, and then down to the E. You may return to a letter and use it twice in the same word (as the O in COMMON), but

this does not count as doubling. Not allowed are plurals or verbs formed by adding -s or -es, past tenses ending -ed, hyphenated words, and proper names.

Each answer scores 1 point, except words with two pairs of doubled letters, which score 2. A score of 15 or more points is good; 25 is excellent; 35 exceptional. Our list of relatively common words totals 51 points (including the two examples) and appears on page 54.



THE GREATEST OF E'S *

BY ETHEL ETTER

A One-Vowel Word Search

Not only is E the most common letter in written English, it's the only vowel in this word search. The 40 words and phrases below can all be found in the e-shaped grid. As always, an answer may be hidden horizontally, vertically, or di-

agonally, but always in a straight line. "Letter perfect" solvers should be able to locate all 40 answers with a fair amount of ease.

ANSWER, PAGE 56

B B E S N
T S E E G E E B E H T
W E N E S E E M D E E N T H E
N E E E D T E R E T T E L K E E R G E
D L E E T W E T L T H R E E C H E E R S T
T E R R S E S S M T T H E N T H D E G R E E N K
S E E E S S L N E S E C T R E E E T E N
S E V N T E E E T E N N C N E M E S
F N P E N E G E R C T E E S
E E R R N E T M H V L D E R
B E N E S C N E E V Z E E R
B E T D E E E D Z E B E
S T E R F V V R E D K E E P S R E P E E R C S R E P E E J
R S R R E E R E S E R V E R E L L E K N E L E H B M S T N
S E E R T N E E R G R E V E S E E R E E W E E P M R E E N
G P F R T E N E C S T E E R T S H E S N E T T N E S E R P
N G E E P L V E T E E R T S T E E L F R E E S P E E C H C
P R R S E E
E E E S V H E
K E T E E R T
S D E N L E T V E N N G E K
G E E R B F T E B G E T S E V E N E
T T L S E D E E R B B E S T S E L L E R
E T H D E R E P M E T N E V E N S T E V E N E
B E S E L E F F E R V E S C E N C E J T T
H E H E L T E R S K E L T E R N E G E
T W W E S N E L L D V E S R E
R T R V S E D E R E K
S S E S T

BEN VEREEN	EVEN STEVEN	GREEK LETTER	MEET THE PRESS	SEVEN-ELEVEN
BESTSELLER	EVEN-TEMPERED	GREEN BERETS	NERVE CENTER	SEVENTEEN
BEST WESTERN	EVERGREEN TREES	GREEN CHEESE	PEE WEE REESE	STREET SCENE
CREME DE MENTHE	FLEET STREET	HELEN KELLER	PERFECT GENTLEMEN	TENNESSEE
ED MEESE	FREE SPEECH	HELTER SKELTER	PETER SELLERS	THE BEE GEES
EFFERVESCENCE	FREE VERSE	JEEPERS CREEPERS	PRESENT TENSE	THE NTH DEGREE
ELM TREES	GENTLE BEN	KNEE-DEEP	REFEREES	THREE CHEERS
EMBEZZLEMENT	GETS EVEN	KNEE JERK	SELF-DEFENSE	TWEEDLEDEE

PUN CRAZY *

BY MARK BICKHAM

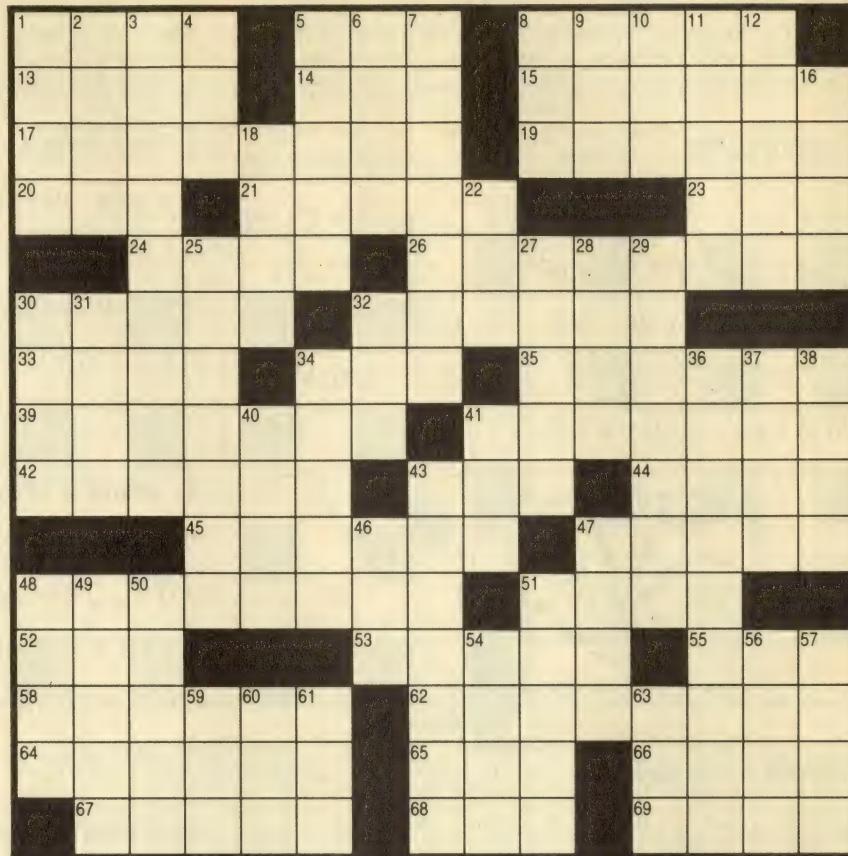
ACROSS

- 1 Talks and talks
- 5 Electric guitarist's equipment
- 8 Mexican Indian
- 13 Prefix with lateral and distant
- 14 Fish eggs
- 15 Has a crush on
- 17 Place for 26-, 48-, or 62-Across, or 3- or 36-Down?
- 19 Hunted for
- 20 Word before "drink and be merry"
- 21 Caper
- 23 Unprocessed metal
- 24 *¿Como _____ usted?* (How are you?): Sp.
- 26 Collector of wooden trunks?
- 30 Weird
- 32 Common legal document
- 33 Played the chimes
- 34 _____ Francisco
- 35 Suspects' excuses
- 39 Into pieces
- 41 1974 disaster film *The Towering _____*
- 42 Begin: 2 wds.
- 43 Comedian Bill, familiarly
- 44 "Frankly, my dear, I don't give a _____"
- 45 Dried grape
- 47 Naps
- 48 Fan of Shirley Booth's '60s TV show?

- 51 Skirt of '60s and '80s fashion
- 52 Christmas _____ (December 24)
- 53 Conductor's stick
- 55 _____ Vegas
- 58 Made an arcing tennis shot
- 62 Money lover?
- 64 Blackbeard or Captain Kidd
- 65 Letters after ems
- 66 Incapable of speech
- 67 Israel's Moshe
- 68 Actor Majors
- 69 "Halt!"

DOWN

- 1 Boxer Tunney
- 2 Pure water
- 3 One who never uses oleomargarine?
- 4 Brother's sibling, for short
- 5 Gladiatorial site
- 6 Shed skin
- 7 Big-billed bird
- 8 Mothers
- 9 Much _____ About Nothing
- 10 Not us or them
- 11 Gas for fluorescent lights
- 12 India's first prime minister
- 16 Leave as is, to a printer
- 18 Abhor
- 22 "The Sweetheart of Sigma _____"
- 25 Italian "sir"



ANSWER, PAGE 58

- 27 Actress Linda
- 28 One's own person
- 29 Tested, as clothes: 2 wds.
- 30 Cenozoic, Mesozoic, and others
- 31 Simplicity
- 32 "This means _____!"
- 34 Indent: 2 wds.
- 36 Frequent traveler to Rio?: 2 wds.
- 37 "I've Got the Music _____": 2 wds.
- 38 TV's *My Three _____*
- 40 Twofold
- 41 Charged atom
- 43 Fortress
- 46 Hero sandwich
- 47 _____-dang
- 48 S.O.S.!
- 49 Shun
- 50 Last animal at the zoo?
- 51 Mickey or Mighty, e.g.
- 54 Phone "dial" sound
- 56 Car
- 57 Dance move
- 59 Chesapeake, for one
- 60 Airport flight info: Abbr.
- 61 Bear's home
- 63 _____ Pinafore

TO TOP IT OFF *

BY ANDREA CARLA MICHAELS

Perhaps you can answer these clues off the top of your head. Each answer is a word, phrase, or title containing the word TOP. For example, the clue "Upside down" would

lead to the answer TOPSY-TURVY, while "Cole Porter hit song" would be YOU'RE THE TOP. Top-notch solvers should be able to answer at least 10 of the clues. ANSWERS, PAGE 57

1. Formal headgear _____
2. *Uncle Tom's Cabin* slave girl _____
3. Circus tent _____
4. Ultra-confidential _____
5. 1937 movie about a ghostly couple _____
6. Old desk type _____
7. Like maps of mountains _____
8. 1986 Tom Cruise movie _____
9. Casey Kasem's radio countdown _____
10. Tennis ball "English" _____
11. Cereal prize ordering need _____
12. 1964 caper movie _____
13. Lose one's temper _____
14. Motown quartet _____

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

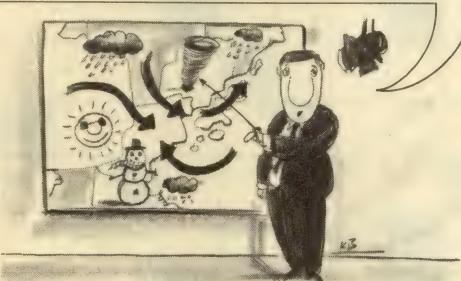
to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 60

1. CRYPTOON

MBEAT E LANLLTZ CY NLCQW
WBEG INU, WBCGT PETMTZG
MBC MNYW WC VYCM WBT
MTNWBTZ SNY SBTSV CQW
WBTEZ MEYKCMG.



2. GREAT OPENING

"GX MRF R ZLGYOX PBNW
WRK GU *RSLGN, RUW XOH
PNBPCF MHLH FXLGCGUY
XOGLXHHU."—QGLFX NGUH BQ
*BLMHNN'F "UGUHXHHU
HGYOXK-QBAL."

3. BRIGHT IDEA

*XVTHMU *LIWUTS BMU
XVWSFWSZ MJTAX M
DLCGMYLHLSX KTD XVL
YMSIGL BVLS UAIILSGE M
GWZVX JAGJ BLSX TS TOLD
VWU VLMI.

4. SAY WHEN

GKWR RWPYI FJWXY ED RKY
BLCIR *IQDAWH WBRYC RKY
BLCIR BQJJ OED BEJJEGLDN
RKY UYCDWJ YSQLDET?
SQLRY ILOFJY—*YWIRYC

5. WHAT'S SHAKIN'?

*SUVTRHYLTULW ACH JCULG
BUYJCFPUGBW RHY WXUYTLK
JCBTY CHPWBW UYB SCTIBI
RHY ZBTLK XHVTJB JH U
RUPVJ.

6. FLIGHT HAZARD

YAOJOKZVEOYKY, BCKG:
KJVNGEOBX KLC KRCZYVBF
TGVJY OBKC KRG PZKZJG OY
BC XZVJVVKGG TCZ'F
GYHVAG *YROJECT
*DVHEVOBG.

7. EXCUSES, EXCUSES

UTRIF UMBETYA, UHSHYN
UMLSIA UZTONFL, UITHBL
UMDFOS UTRIF UMYYFUSHYL
UMLS UMOEMOTSHMY
UMYLHQFOTRIF UTEHSTI.

TIPS AND CLUES

- Cipher 1: Cipher pattern WB, appearing five times, represents common plaintext pattern TH.
- Cipher 2: A single letter following an apostrophe is usually S. Also: the beginning of a word, representing common plaintext pattern TH.
- Cipher 3: Bigram XV, appearing three times (and reversed at the end of a fourth), represents common plaintext pattern TH.
- Cipher 4: Bigram YC, appearing three times, represents common plaintext pattern ER.
- Cipher 5: Repeated ending -LTK represents common plaintext suffix ING.
- Cipher 6: Compare ciphertexts DBC and BC. Try INTO and NO.
- Cipher 7: The four vowels, A, E, I, and O, are represented by F, H, M,

QUIZWORD PUZZLE ★★

BY ADAM SUMERA

What kind of puzzle is half trivia quiz and half crossword? The answer is right here.

At each number, Across and Down, we've given you a multiple-choice question. Each of the three possible answers is preceded by a letter. Answer the question, and then use the letter of the correct answer to find the crossword clue for that number.

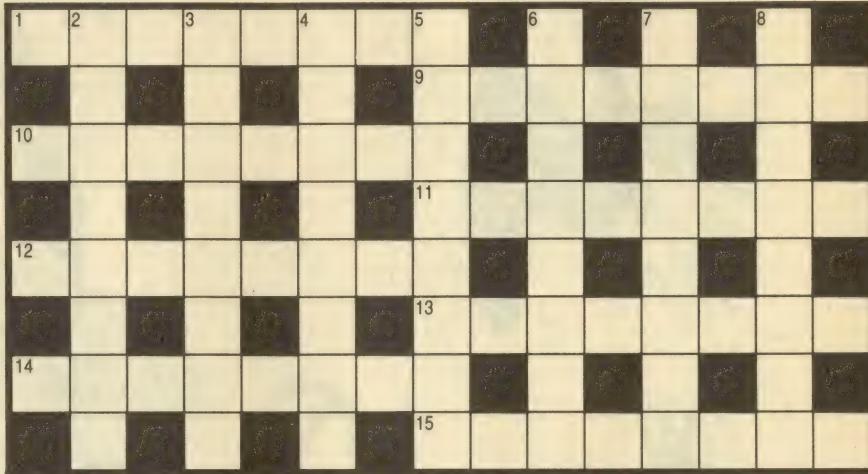
For example, if you think the answer to 11-Across is "g", then clue "g" in the clue list goes with 11-Across. Also, since each clue is used only once, no other correct answer can have the letter "g". So answering some questions correctly will help you answer the ones you don't know.

When you've matched each crossword clue with its number, solve the clues in regular fashion to finish the crossword.

ANSWERS, PAGE 60

ACROSS

1. A standard piano has 88 keys, of which:
 - a) most are black
 - d) most are white
 - f) 44 are of each color
9. Charles Lutwidge Dodgson's pen name was:
 - a) George Eliot
 - e) Mark Twain
 - g) Lewis Carroll
10. In 1965, Aleksei Leonov became the first man to:
 - a) walk in space
 - j) receive an animal's heart in a transplant
 - k) swim the Bering Strait
11. Jonah was trapped inside the whale for:
 - b) three days and nights
 - d) forty days and nights
 - g) seven years
12. The "dead man's hand," the poker hand that Wild Bill Hickok held when shot, was:
 - b) four kings
 - h) a pair of aces and a pair of eights
 - l) a pair of queens and a pair of jacks
13. Only four nations have competed in *all* of the modern Summer Olympics. They are:
 - b) Belgium, Ireland, Sweden, USA
 - i) Canada, Finland, France, Italy
 - n) Australia, Great Britain, Greece, Switzerland
14. Mount Kosciusko is the highest mountain of:
 - c) Alaska
 - f) Australia
 - j) the moon
15. Only one of the following words does *not* appear in "The Star-Spangled Banner." It is:
 - c) hearts
 - g) proof
 - k) gallantly



CROSSWORD CLUES

- a) Ability to wait calmly
- b) Legumes used in making tofu
- c) Junk mail addressee
- d) Left-handed person
- e) Hulk Hogan's occupation
- f) Evergreen's "fruit": 2 wds.
- g) Easily pushed out of sight, as some beds
- h) Adjustment knob on a TV
- i) U. S. military headquarters

- m) Reginald
- n) Roger

2. Brass is an alloy of copper and:
 - c) tin
 - l) zinc
 - m) nickel
3. Tom Sawyer and Huck Finn cooked for Jim a pie containing:
 - d) a file
 - l) a key
 - o) a rope ladder
4. Europa, Io, and Callisto are all:
 - e) Muses
 - i) moons of Jupiter
 - o) cars of the 1940s
5. The "R" in Gerald R. Ford's name stands for:
 - e) Rudolph
6. "Reign at Tangier" is:
 - f) a Disneyland ride
 - h) a poem by Keats
 - m) an example of a palindrome
7. In the equation "E = mc²," the "m" represents:
 - h) motion
 - i) magnetism
 - j) mass
8. "Hear me talking to you?" were the first words spoken by:
 - k) Al Jolson in *The Jazz Singer*
 - n) Alexander Graham Bell on the telephone
 - o) Mister Ed to Wilbur

INITIAL REACTIONS ★★

If you found out that a friend had just joined a group with the initials D.C.O.A., what would you think? That depends. Has the friend become part of Decent Citizens of America? Disgustingly Cheap Overeaters Anonymous? Dentists Cleaning Out Attics?

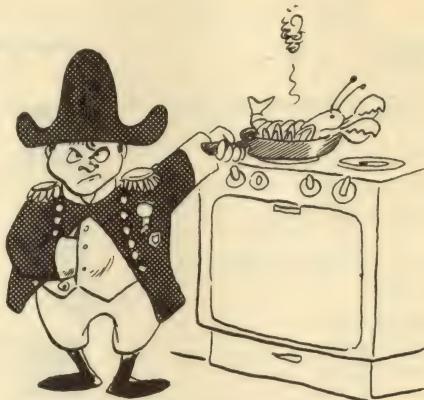
Below are 12 common acronyms (A.S.P.C.A., B.M.O.C., etc.) and 12 uncommon ideas of what they might stand for. Can you describe each illustration so that it matches one of the sets of initials? Get all 12 and you're S.T.P.—Some Terrific Puzzler.

ANSWERS, PAGE 60

1.



2.



3.



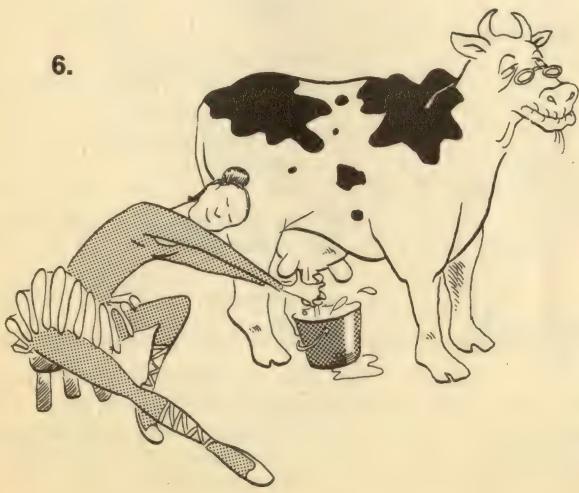
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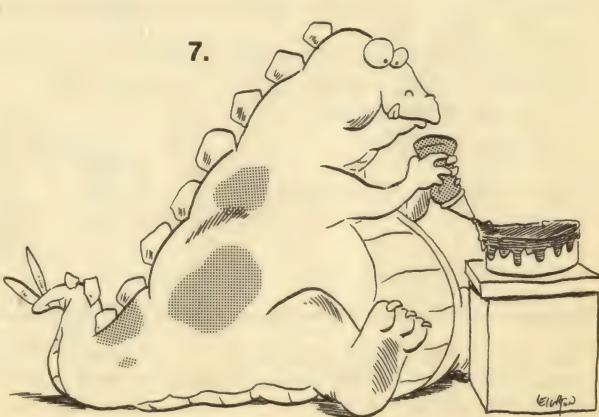
5.



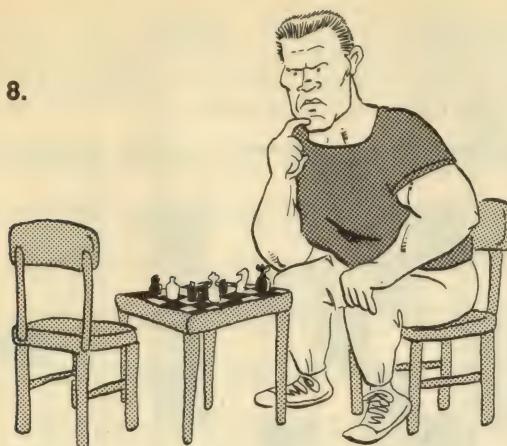
6.



7.



8.



9.



10.



11.



12.



ACRONYMS

A.S.P.C.A.

B.Y.O.B.

M.B.A.

N.F.L.

P.T.A.

U.S.S.R.

B.M.O.C.

F.D.I.C.

N.A.A.C.P.

P.D.Q.

T.G.I.F.

V.C.R.

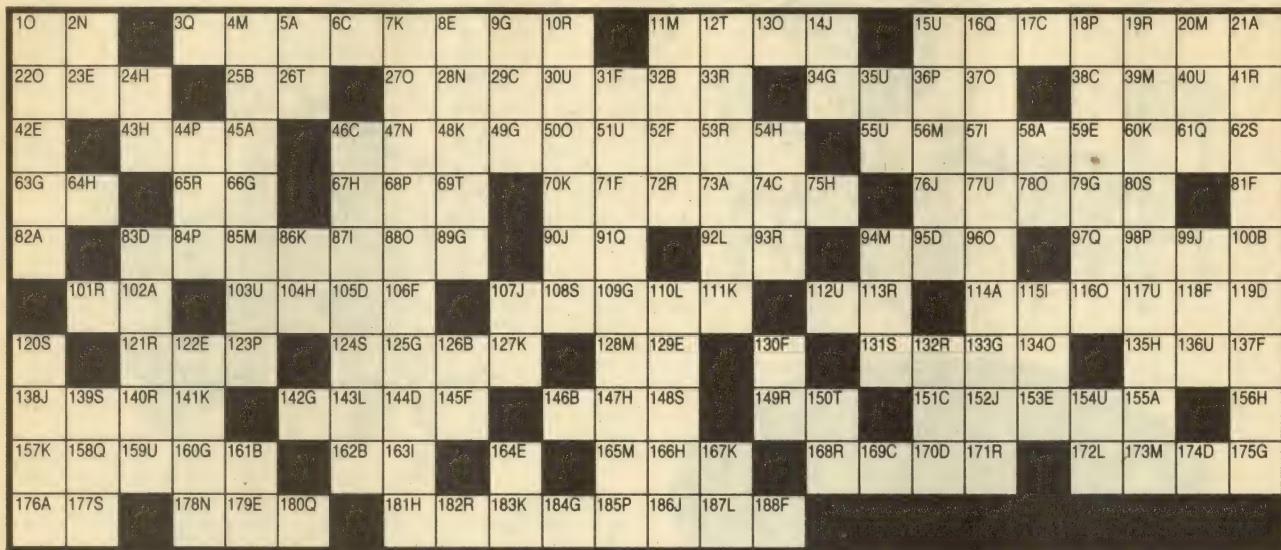
DOUBLE CROSS ★★

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 57



A. Russian film director (<i>The Battleship Potemkin</i> , etc.)	45	58	82	102	114	155	176	5	21	73	L. Rubbing compound for violinists	110	143	172	92	187						
B. Edith, to Archie Bunker	100	162	126	161	146	32	25				M. Ultimate goal of the Manhattan Project (2 wds.)	20	85	11	4	128	165	39	56	173	94	
C. The <i>Monitor's</i> Civil War foe	151	169	6	29	46	17	38	74			N. 1880 Emile Zola novel	2	28	47	178							
D. Horned horse of myth	95	83	105	144	174	170	119				O. "Land of ____" (New Mexico's slogan)	78	88	13	37	1	22	96	27	134	50	116
E. Massachusetts resort island	129	164	179	42	122	8	153	23	59		P. Low golf stroke to the green (2 wds.)	36	68	98	18	185	44	84	123			
F. Once-epidemic disease for which children are vaccinated	106	118	137	145	188	31	52	71	81	130	Q. 1985 film featuring Mike the Dog (with "R") (2 wds.)	158	16	97	61	3	91	180				
G. 1985 Pulitzer-winning novel by Alison Lurie (2 wds.)	142	175	79	109	125	89	160	184	34	66	R. See clue "Q" (4 wds.)	65	41	93	132	10	121	72	168	140		
H. Indian state bordering Nepal and Tibet (2 wds.)	147	43	67	104	135	181	156	166	24	54	S. "Heavy" '60s tune by The Band (2 wds.)	131	177	62	124	80	139	120	108	148		
I. Detroit footballer	57	87	115	163						64	T. English prep school, or the jacket worn there	69	150	26	12							
J. Derived from the Roman tongue	138	186	76	90	99	152	107	14			U. 1982 movie for which Meryl Streep won an Oscar (2 wds.)	103	35	55	77	159	136	30	15	117		
K. Singer, ex-husband of Debbie Reynolds (2 wds.)	60	127	141	157	183	70	7	48	86	111	167		40	112	51	154						

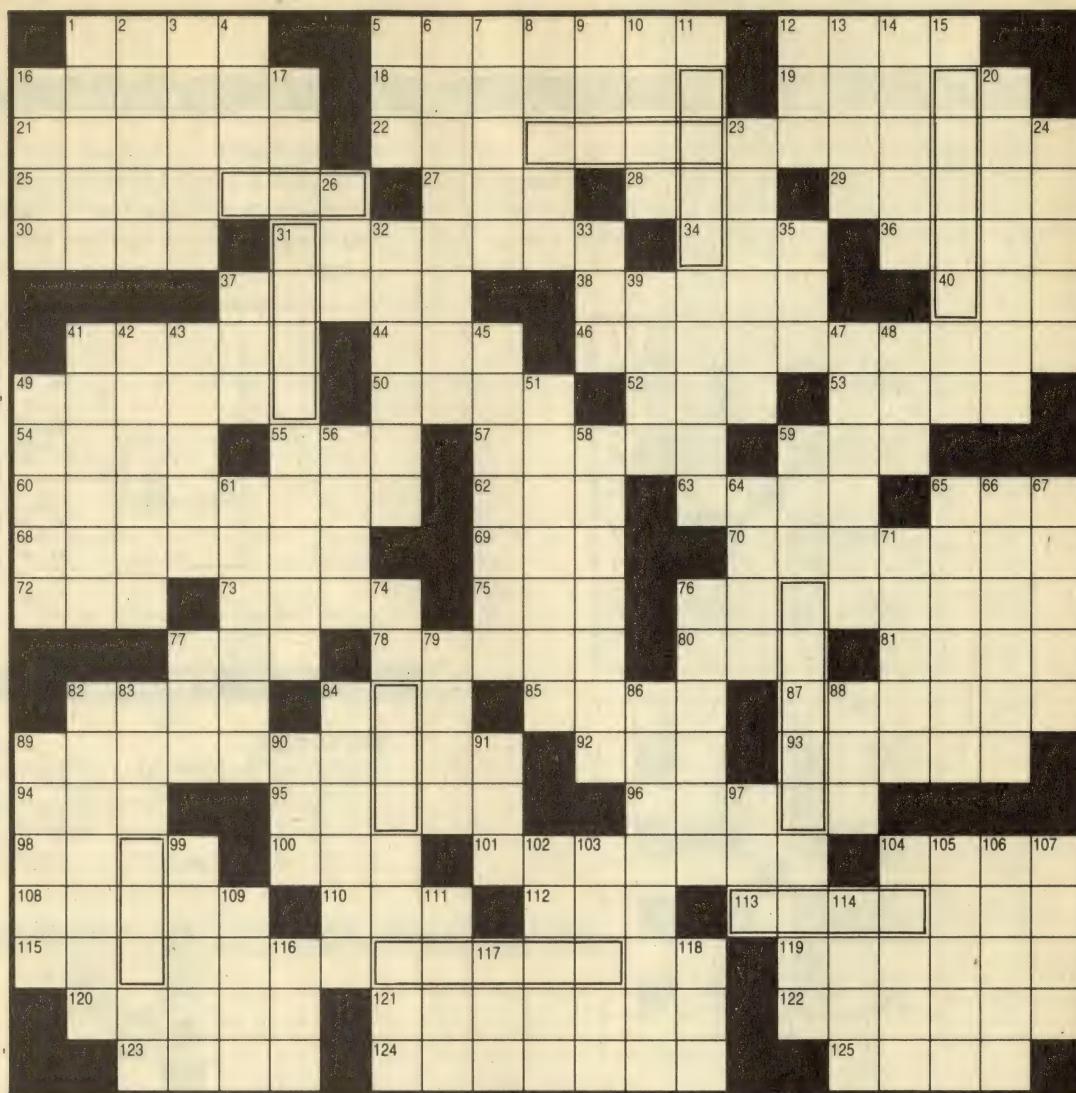
CAN YOU DIG IT? ★★

BY ALVIN CHASE

The 10 outlined areas in the completed puzzle will have something in common.

ACROSS

- 1 Mutt of moviedom
- 5 Fiber grass used in papermaking
- 12 "When I was _____"
- 16 _____ Rebellion of 1676
- 18 Procol Harum's "Whiter _____ Pale"
- 19 Antisocial one
- 21 Arousing
- 22 WW2 tank officer, to Hans
- 25 French leader, 1214-70
- 27 Kue predecessor
- 28 Big _____, CA
- 29 Summation symbol, in math
- 30 A must before joining hands?
- 31 Bridge ploy
- 34 Massage
- 36 Cries of discovery
- 37 Reacts to yeast
- 38 Actress Shire
- 40 Calendar abbr.
- 41 Shakespearean penultimate
- 44 Dine
- 46 Snits
- 49 "It's a bird! It's _____."
- 50 Gaiter
- 52 Wall climber?
- 53 "If This _____ Love"
- 54 Small amount
- 55 _____ polloi
- 57 Title for Macbeth
- 59 Rock in a ring?
- 60 Abode
- 62 Bear lair
- 63 Sought retribution, maybe
- 65 Film and record conglomerate
- 68 Where some people jog
- 69 Frequently, to Frost
- 70 Dazes
- 72 Serpentine sound
- 73 Gin flavoring
- 75 Court
- 76 Stays
- 77 Back of the file drawer?
- 78 Erstwhile rival of Studio 54
- 80 It's in the veins
- 81 Referee's call
- 82 Moldy stuff?



ANSWER, PAGE 56

- 84 Dreidel
- 85 Whoppers
- 87 Last of Roy G. Biv
- 89 Talc-like minerals
- 92 Hard worker?
- 93 They have water wings
- 94 Recording-tape abbr.
- 95 Red as _____
- 96 High schoolers
- 98 Little lice
- 100 @
- 101 Who killed Cock Robin?
- 104 One of the Three Bears
- 108 Broncos' passer extraordinaire
- 110 Car decal monogram
- 112 Adjective ending
- 113 Ancient Assyrian capital

DOWN

- 115 Wild Cherry poet Lizette _____
- 119 ♥KJ, e.g.
- 120 Flash
- 121 Lead-in to π
- 122 Two-wheeler of a sort
- 123 Out of bounds
- 124 Breaks up the act?
- 125 "Darn!"
- 9 Another puzzle bird
- 10 Daktari producer Ivan
- 11 Days _____
- 12 NBC's E.T.
- 13 Clark's co-worker
- 14 WW2 beachhead
- 15 *The Ipcress File* author
- 16 Cohort of Boris and Lon
- 17 Starship, e.g.
- 20 Get back aboard
- 23 Sweet
- 24 Demolishes, in Dover
- 26 _____ for "xylophone"
- 32 Loch "monster," to locals
- 33 Sked abbr.
- 35 Pastoral sound
- 37 Dog's first name?
- 39 Not fer
- 41 Hangar environs
- 42 Has a firm grip on
- 43 Language of India
- 45 Tamp
- 47 Too busy
- 48 Doctrine
- 49 _____ Ababa, Ethiopia
- 51 One tarot card
- 56 Bread spread
- 58 Willa Cather's *My _____*
- 59 Avenges
- 61 Stengel and Kasem
- 64 Addict
- 65 Capable of movement
- 66 Oreo innards
- 67 Plus
- 71 Climber's spike
- 74 Kind judge, maybe
- 76 List
- 77 Use a ray-gun
- 79 Rapier's kin
- 82 God, in a 1945 movie
- 83 Argument ender
- 84 Bring _____ (exert)
- 86 Mezzanine
- 88 Apr. villains
- 89 Strength
- 90 Listen in on
- 91 Ave. crossers
- 97 Lo-o-ong time
- 99 Mrs. Henry Youngman
- 102 Jigsaw detail
- 103 "... end of _____"
- 104 Md. neighbor
- 105 Tub's stopper?
- 106 Rio Grande feeder
- 107 Attention getter
- 109 Girls' club org.
- 111 ("Sigh!")
- 114 In the ballpark
- 116 Brit. ref. book
- 117 Grave letters?
- 118 Trio in Cincinnati

FOREIGN EXCHANGE ★★

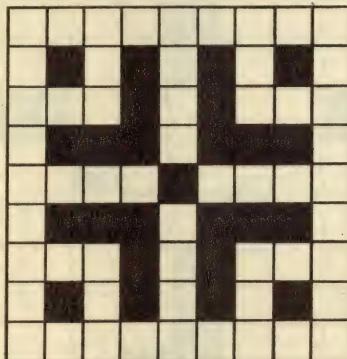
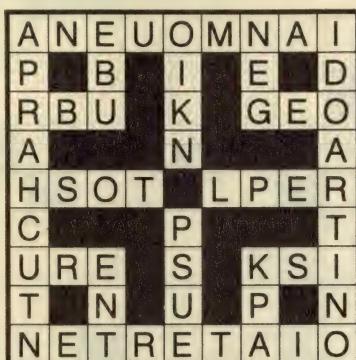
To give you a glimpse of puzzle-making abroad, here are six ingenious brainteasers from puzzle magazines around the world.

ANSWERS, PAGE 54

ENGLAND

Fair Trade

Sixteen pairs of adjacent letters have been swapped in the crossword grid below. Can you reconstruct the original puzzle in the blank grid at the bottom?

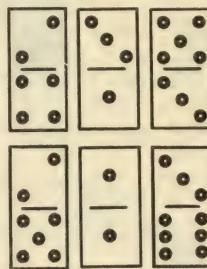
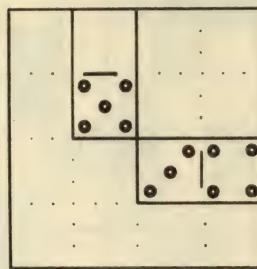


—Puzzle Monthly

POLAND

Seeing Spots

Place the six extra dominoes into the grid so that each of the four rows, four columns, and two long diagonals contain the same number of spots.

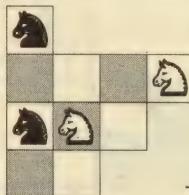


—Sam na Sam

FRANCE

Horseplay

Exchange the positions of the white and black knights in as few moves as possible. Use only standard knight moves, and don't move any knight off the section of chessboard shown. How many moves are necessary?



—Jeux & Stratégie

ITALY

Something Amiss

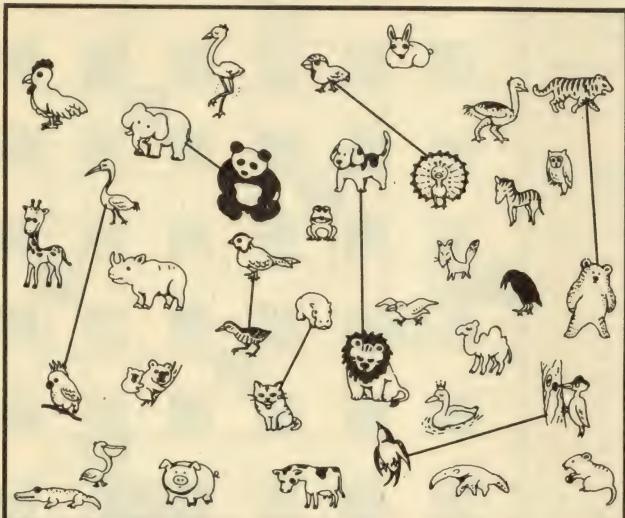
The cartoonist may have gotten the joke right, but he's made one significant mistake in one of the panels. What is it?



—La Settimana Enigmistica

JAPAN**The Birds and the Beasts**

Can you connect all the birds in a single chain and all the beasts in another so that the two chains don't cross? Each connection must be a straight line between two pictures—a few have been drawn to get you started.

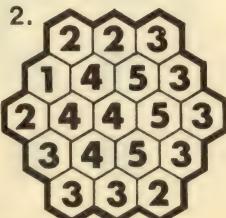
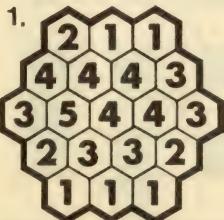
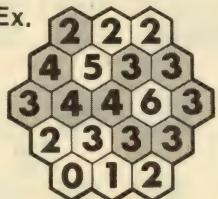


—Puzzler

ARGENTINA**Shady Business**

In the first pattern below, the number in each hexagon shows the number of shaded hexagons adjacent to and including it. For example, the first hexagon is shaded and is next to one other shaded hexagon, for a total of two; the next (unshaded) hexagon is adjacent to two shaded spaces. The shading has been omitted from the second and third patterns below. Can you shade in the appropriate hexagons?

Ex.



—Juegos

A World Puzzle-Solving Championship?

It's a possibility. The idea of a world-wide puzzle Olympics was proposed at last fall's annual meeting of Enigmypress, the international association of puzzle magazine editors.

No action has yet been taken on the proposal. But if such a championship is held, it might work as follows: Each participating country would have its own tournament to select a three- or four-person national team. These national tournaments would be organized by sponsoring magazines or organizations in their respective countries. The national teams would then meet at the world finals to compete in a wide and varied set of puzzle events.

Naturally, language differences would bar some types of puzzles, such as regular crosswords, from the finals. But puzzles that could appear include:

- Crisscrosses
- Word searches
- Observation puzzles
- Eyeball Benders
- Mathematical puzzles
- Logic problems
- Mechanical puzzles
- Tangrams
- Mystery puzzles
- Jigsaw puzzles
- Mazes

An international panel of judges would be needed to oversee the selection of puzzle types and the puzzle construction. It would also work to minimize cultural and language biases. Word puzzles that appear in the championship could use a neutral language, such as Esperanto, or could include a potpourri of words from many languages—although no knowledge of them would be necessary for solving.

While a world puzzle-solving championship is only an idea at the moment, the organization of puzzlemakers and editors necessary to produce it is already partly in place. The main hurdle still to be cleared, perhaps, is international sponsorship.

After next fall's meeting of Enigmypress, maybe we'll have more news.

—Will Shortz

CRYPTIC CROSSWORDS ★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key

to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 58

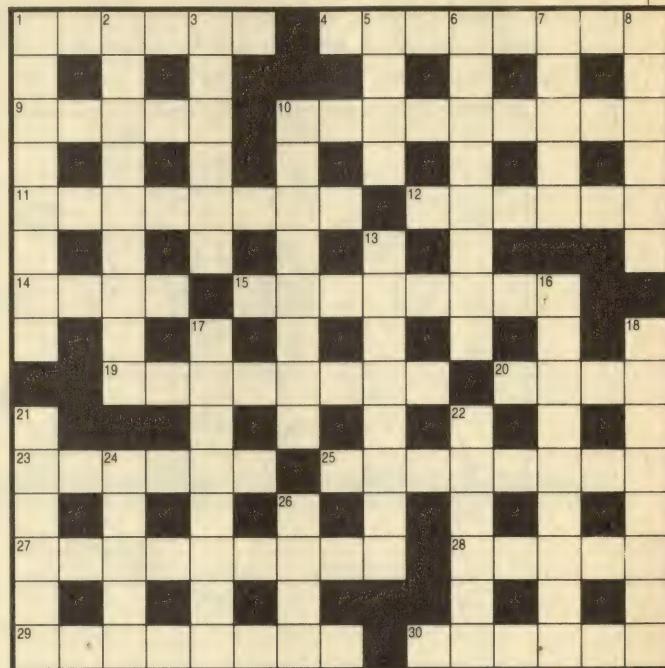
PUZZLE 1 BY EMILY COX & HENRY RATHVON

ACROSS

- 1 Dogs heading off for birds (6)
- 4 Baseball team has desserts around mound (8)
- 9 Pay for some of theatre attractions (5)
- 10 Trumpeter Davis with sound that's a landmark (9)
- 11 Star skater is whirling (8)
- 12 Coat room for miss in court (6)
- 14 Obtained about one kid (4)
- 15 Mishandling pan, smear cheese on pasta (8)
- 19 Trunk-packer is flying the plane (8)
- 20 Monster, hence, returned (4)
- 23 Tell of terrible ire, etc. (6)
- 25 Knife landed back in set-to (8)
- 27 Music made in Kentucky as buglers improvised (9)
- 28 To-do about a set of steps (5)
- 29 Blow up English school during date (8)
- 30 Agree to a perfume, by the sound of it (6)

DOWN

- 1 Alienate sergeant, unfortunately (8)
- 2 Big dog upset Teagarden (5,4)
- 3 Suspiciously eye rat in diner (6)
- 5 Audibly greet Nathan the patriot (4)
- 6 Lazy, lacking a roster? (8)
- 7 Presses on in tax agency (5)
- 8 Paper used in unusual theses (6)
- 10 Facial hair has to hurt (8)
- 13 Put a title back: "Discharges" (8)
- 16 Bad dream: arming the rebels (9)
- 17 Write label on Defense Department building (8)
- 18 Tom raced foolishly with party member (8)
- 21 Searched for a place to sleep (6)
- 22 Holds beginning



of prayer in class 24 Total nobleman (6) 26 Actors throw the dice (4)

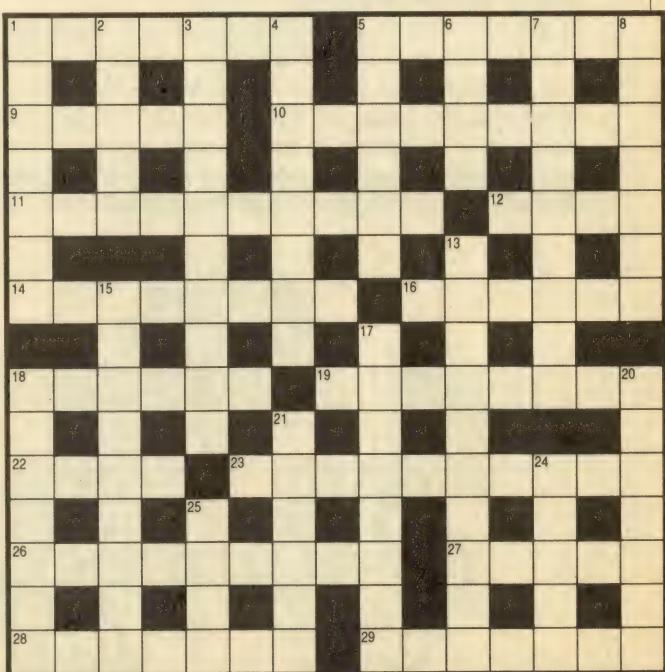
PUZZLE 2 BY STANLEY NEWMAN

ACROSS

- 1 I'm stuck in glue for amusement (7)
- 5 Fired after head of state is studied (7)
- 9 Luger is shot for porridge (5)
- 10 Rocky cast rants and carries on (9)
- 11 New-wave Strange Advantage gets restricted rating (5-5)
- 12 Armor ship (4)
- 14 University to put in test for small class (8)
- 16 Insect has a thousand and one relatives (6)
- 18 Floundering bather's gasp (6)
- 19 Station's chief again strips off back of railroad cars (8)
- 22 Make engravings and the like with hydrogen (4)
- 23 Mailman tore stamps apart (10)
- 26 Cruel to turn over card on Jack in Scotland? (9)
- 27 "Beat It" returned by cardinal (5)
- 28 Takes turns fixing toaster (7)
- 29 Listen to militant army officer (7)

DOWN

- 1 Summon worker to beauty contest (7)
- 2 Patriotic composer is true to America (5)
- 3 I will repeat for an uneducated person (10)
- 4 Wears down from unsteady yaw at sea (4,4)
- 5 Platforms by playing fields and in streets (6)
- 6 Seals off holds, too (4)
- 7 Baseball team surrounds broken crate of fruit (9)
- 8 Show princess's drama (7)
- 13 Macho agent is an evildoer (10)
- 15 Almost try to charm—that's incisive (7)
- 17 Expensive metal fruit has a cheap metal inside (8)
- 18 Kitchen appliance left in spree (7)
- 20 Rustled rolls for dessert (7)



21 Missouri struggles (6) 24 Light piece from great orchestra (5) 25 Wine left at sea (4)

For tips on solving cryptic crosswords, send a stamped return envelope to: "Cryptic Solving Guide," GAMES, 810 Seventh Avenue, New York, NY 10019.

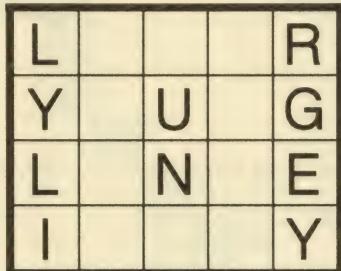
LETTER LOGIC ★★

BY LAWRENCE GRABER

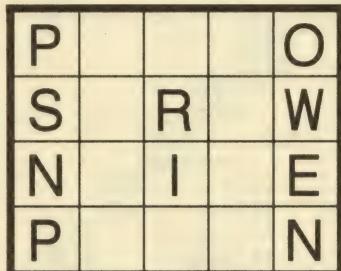
Fill in the empty squares in each grid below to complete four five-letter words reading across. What's the catch? The four words in each completed grid must contain 10 different letters, each used exactly twice. For example, in grid #1 the letter L already appears twice, so it can't be used again. The letter G, however, appears only once so far. Think of a word in which the second G will fit, and proceed from there. It may take you several tries to find the right combination of words—so keep your eraser handy.

ANSWERS, PAGE 57

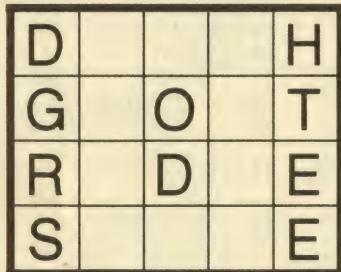
1



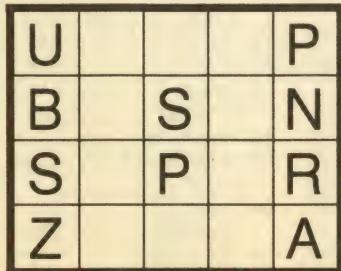
2



3



4



FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY ERNST THEIMER

Feat of Interlock

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

HARD CLUES ★★

ACROSS

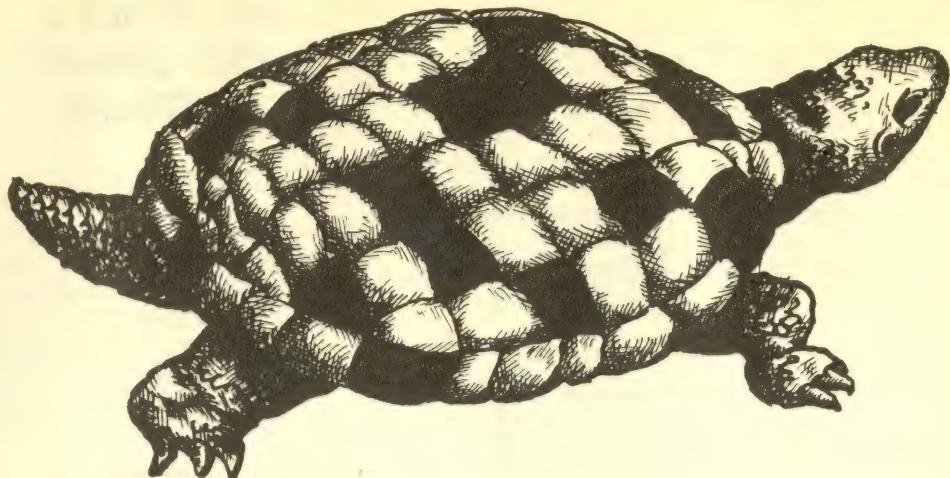
- 1 Lord
10 Nation with a good navy
18 Contretemps
24 Copycattish
25 Sightseers' aide
26 Chief Sandinista
27 Respected
28 Long-distance trio
29 "The ____ off!"
30 Due for replacement
31 Woodwind instr.
32 English drinking festivals
33 Tripped the light fantastic
35 Addams Family cousin
36 Prevail
38 Provide opportunity
40 Devoid of mind
42 Gator bowl?
43 Word with shoulder or boot
45 "Slammin' Sammy"
46 Stabbed, as with a fork
47 Discernment
48 Switch to the low beam
50 Mare, e.g.
51 0 for 2?
52 Part of advertising's BBD&O
53 Choice cigars
57 Part of a panel discussion
59 12, in Vegas
60 Classic Euclid work
62 Denominator
- 63 Rhodes of *Daktari*
64 Poetic monogram
65 Art lovers
67 Travelogues, e.g.
70 Washington, for short
71 Napoleon's forces
72 *Carmen* highlight
77 December part-timers
81 In the env.
82 Branchlike
83 Native Missourian
84 Diaskeustas, in short
86 Lace scarf
87 Falling rocks?
89 Popular lapdog
90 Anarchic situation
91 Skid
93 City on the Arno
94 Hahn and Harbach
96 Grande or Negro
97 Lollapaloozas
98 Roman emperor, 79-81
100 Aurora
101 Steamy spring
103 *Trattoria* beverage
105 Habituate
106 XXIX x XIX
107 Adriatic gulf
109 Like Joe Btfsplk of the comics?
112 Melmac evacuee
115 The rat ate it, in children's rhyme
116 Having human form
- 121 Honor the flag again
122 They act on impulse
124 Witch, at times
126 Uses atropine
127 Scout's find?
128 Bridge
129 It's a Living waitress
131 Point
132 New York icemen, for short
133 More like grass
134 Nudge
136 Scruffs
140 Hunt's partner
141 Rear-view mirror adornments
142 Cast a sidelong glance
144 NYSE position
145 ____ Annie of *Oklahoma!*
146 Floral organ
147 Turfs
149 Stadium ticket datum
151 It's past due
152 Crabbier
154 Zinc oxide mixture
157 He can stick it to you
159 Casserole
160 Throat sprayer
161 By general agreement
162 Weasels' kin
163 Fidgety
164 CO₂ measuring devices

DOWN

- 1 Pieces of turf
2 Breakfast dish
3 Baby sitter
4 Ending for many rock names

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

Don't Peek
Until You Read
Page 35!



EASY CLUES *

ACROSS

- 1 One in control
- 10 Naval strength: 2 wds.
- 18 Minor accident
- 24 Tending to mimic
- 25 Tour guide (RICE ONCE anag.)
- 26 Nicaraguan leader Daniel
- 27 Revered
- 28 Phone prefix: 2 wds.
- 29 "The ____ off!": 2 wds. (SAILED anag.)
- 30 Aged
- 31 Benny Goodman's instrument: Abbr.
- 32 Cakes and ____
- 33 Did the rhumba
- 35 Stock exchange initials
- 36 Abound
- 38 Make possible
- 40 Have ____ block (be unable to think): 2 wds.
- 42 Water around a castle
- 43 Seat belt, e.g.
- 45 Golfer Sam
- 46 Having projections, as antlers
- 47 Sample the food
- 48 Opposite of bright
- 50 Beaver's creation
- 51 Nor's partner
- 52 Clara of the Red Cross
- 53 Cigars named for Cuba's capital
- 57 Arbitrator
- 59 Parts of a freight train

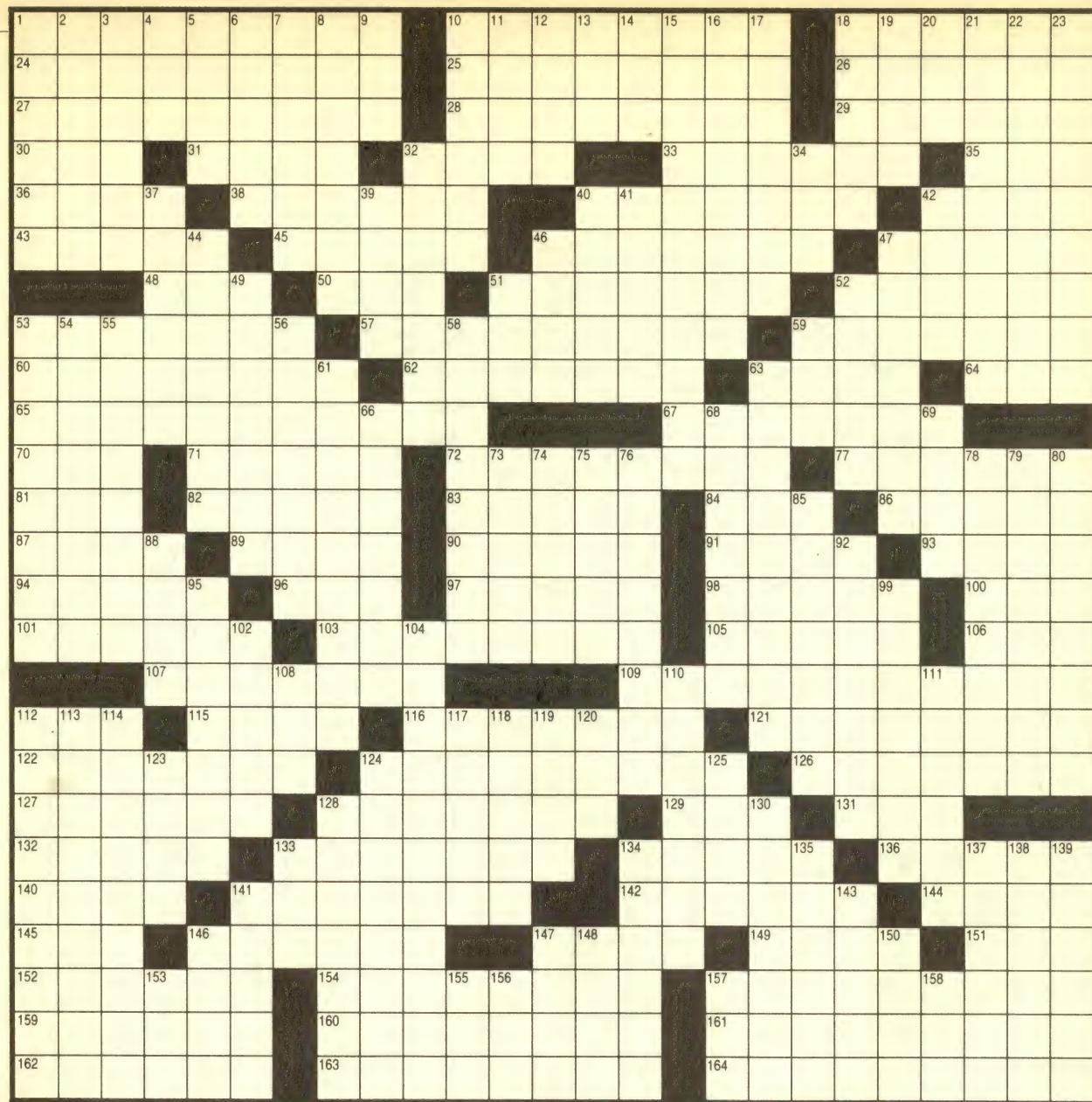
- 60 Items on the periodic table
- 62 The "5" in "20 $\div 5 = 4$ "
- 63 Mata ____
- 64 Mao ____-tung
- 65 Dabblers in art
- 67 Landscape photos, e.g. (CESS INC. anag.)
- 70 Earth: Prefix
- 71 Group of troops: Fr.
- 72 Cuban dance (NAB A HARE anag.)
- 77 Christmas bell jinglers
- 81 Britannica, e.g.: Abbr.
- 82 Of a branch (ALARM anag.)
- 83 Siouxan Indian (GO SEA anag.)
- 84 Koch and Sullivan
- 86 Beard: Fr. (REBA B anag.)
- 87 "____, Caesar!"
- 89 Oriental dog, for short
- 90 "There's ____ against it!": 2 wds.
- 91 Turn about
- 93 Leaning Tower site
- 94 Preminger and von Bismarck
- 96 ____ de Janeiro
- 97 Unique persons
- 98 Shakespeare's ____ Andronicus
- 100 Dawn goddess (OSE anag.)
- 101 Old Faithful is one
- 103 Strong Italian coffee
- 105 Harden (EE RUN anag.)

- 106 Roman 551
- 107 Italian port city
- 109 Stigmatized: 3 wds.
- 112 NBC alien
- 115 Beer ingredient
- 116 Embodied (A NECTAR anag.)
- 121 Greet again, as in the Army
- 122 Nerve cells (ONE RUNS anag.)
- 124 Loud owl
- 126 Expands, as the pupil
- 127 Skill
- 128 Wrench, to the British (PENS RAN anag.)
- 129 Period
- 131 "Ready, ____, fire!"
- 132 Man and Wight
- 133 More grasslike (A BRIDLE anag.)
- 134 Arm joint
- 136 Backs of necks
- 140 Actor Gregory ____
- 141 Infant footwear
- 142 Ogled villainously
- 144 Chair
- 145 Fuss
- 146 Stamen's counterpart
- 147 Lays a lawn
- 149 Layer, as of a cake
- 151 Three: Ital.
- 152 More acid-tasting
- 154 Itch-relieving lotion
- 157 Quilled creature
- 159 Large soup bowl
- 160 Perfume spray bottle
- 161 Not argued
- 162 Aquatic mammals

- 163 *The Young and the ____*
- 164 Carbon dioxide measurers (SOME TRIBE anag.)

DOWN

- 1 Golf diggings
- 2 Breakfast dish
- 3 One who watches over
- 4 Ending with suburban or meteor
- 5 Drug bust cop
- 6 ____ of Two Cities: 2 wds.
- 7 Giants of mythology
- 8 ____ done with: 2 wds.
- 9 Crimson
- 10 Climbed
- 11 Ireland, poetically
- 12 High cards
- 13 Pod veggie
- 14 Killer whale (ROC anag.)
- 15 Merry-go-round mount: 2 wds.
- 16 Imperil
- 17 Come back in
- 18 ____ T (old Ford)
- 19 Angry
- 20 Depot: Abbr.
- 21 Clockwork-controlled mirror (LOATHES IT anag.)
- 22 Stirrers
- 23 Not the present or future, grammatically: 2 wds.
- 24 With ice cream: 3 wds.
- 25 Bounder
- 26 Monsieur's mate
- 39 Ray of light
- 40 Operatic songs
- 41 Maxim
- 42 ____ Antony (Cleopatra's lover)
- 44 Roofing stickum: 2 wds.
- 46 Prefix with scope or meter
- 47 Car for hire
- 49 Seductive woman, maybe
- 51 Las Vegas's state: Abbr.
- 52 Actor Karloff
- 53 Spiny animal
- 54 Estrange
- 55 Speed
- 56 Speak haltingly
- 58 Shame
- 59 Prohibit
- 61 Most stealthy
- 63 Star performer
- 66 Bony fish (TO STEEL anag.)
- 68 Reached a peak
- 69 ____, crackle, pop
- 73 In unison: 2 wds.
- 74 Cotton bundles
- 75 Culture media (RAGAS anag.)
- 76 ____ Wales, Australia: 2 wds.
- 78 Auditioned: 2 wds.
- 79 Perfect
- 80 Beaches
- 85 Sewed surgically
- 88 Misplaced
- 92 Bicontinental region
- 95 Pastor's speeches
- 99 Rye protein (INLACES anag.)
- 102 Laughing (TRAIN anag.)
- 104 Slight offenses
- 108 Overhead railways
- 110 Acupuncture items
- 111 Andes beasts
- 112 Italian hors d'oeuvres
- 113 Rented: 2 wds.
- 114 Kind of press, in basketball: 2 wds.
- 117 Golfer Palmer, to fans
- 118 Descartes and others (SNEER anag.)
- 119 ____-do-well
- 120 Height: Prefix
- 123 Smell bad
- 124 Rove (EATS PITA anag.)
- 125 Judge's wear
- 128 Toy racer: 2 wds.
- 130 Rich Italian ice cream
- 133 Derek and Diddley
- 134 Church officials
- 135 Eccentric person
- 137 Small and trim-figured
- 138 Breadwinner
- 139 Trusty horses
- 141 Clarinet sockets
- 143 Ten: Latin
- 146 Nobleman
- 147 Magnitude
- 148 Units
- 150 Cartoonist Goldberg
- 153 Female sandpiper (ERE anag.)
- 155 Quantity: Abbr.
- 156 Wire thickness measure
- 157 Tavern
- 158 Emcee Sajak



ANSWER, PAGE 58

HARD CLUES (CONT'D)

- | | | | | | |
|------------------------------|----------------------------------|---------------------------|--------------------------------------|--|----------------------------------|
| 5 Vice chairman? | 21 Sun reflector, of a sort | 51 Neighbor of Calif. | 76 Symbol of improved race relations | 114 ____ press (basketball strategy) | 134 Trees with the most rings? |
| 6 Start of a Dickens title | 22 Dissidents | 52 Becker of tennis | 78 Tested | 117 Herschel Bernardi TV oldie | 135 Flake |
| 7 American ICBMs | 23 Panic-stricken? | 53 Military fortification | 79 Utter | 118 Descartes and Coty | 137 Dress-shop department, maybe |
| 8 "____ out" ('bye') | 32 Fashionably | 54 Turn off | 80 They're all washed up | 119 Alway's opposite | 138 Moneymaker |
| 9 Cincy player | 34 Scoundrel | 55 Miles per hour | 85 Sewed up | 120 Peak: Prefix | 139 Spirited equines |
| 10 Got up? | 37 Butterfly, for one | 56 Speech problem | 88 Missing | 123 Offend the olfactory | 141 Mouthpiece sockets |
| 11 Hibernia | 39 Smile | 58 Opprobrium | 92 Turkey is there | 124 Stroll, in fancy talk | 143 X |
| 12 Points of no return? | 40 1987 Nobel Peace Prize winner | 59 Outlaw | 95 Homilies | 125 1953 Burton movie, with <i>The</i> | 146 Equal |
| 13 Once Upon a Mattress prop | 41 Words to live by | 61 Most cunning | 99 Rye prolamin | 128 Remote-control racer | 147 Hat stat |
| 14 Grampus | 42 Playwright Connally | 63 Star | 102 Guffawing | 130 Dessert with 103-Across? | 148 Five changed? |
| 15 Trojan tactic | 44 Batter's no-no | 66 Bony fish | 104 Indiscretions | 133 Guanacos' kin | 150 Bumpkin |
| 16 Risk | 46 Graceful woman | 68 With a comb | 108 Tracks up? | 134 Cattle genus | 153 Dakota Indian |
| 17 Leave orbit | 47 "Fare" way? | 69 Photo | 110 Notably hot California city | 135 Qty. | 155 0.001" |
| 18 Fashion's Iman, e.g. | 49 Snare for trespassers | 73 Together | 111 Guanacos' kin | 136 Hangout for Andy Capp | 157 One way to stand |
| 19 Teed off | | 74 Great evils | 112 Prelude to spaghetti extracts | | |
| 20 R.R. term. | | 75 Red algae | 113 Sublet | | |

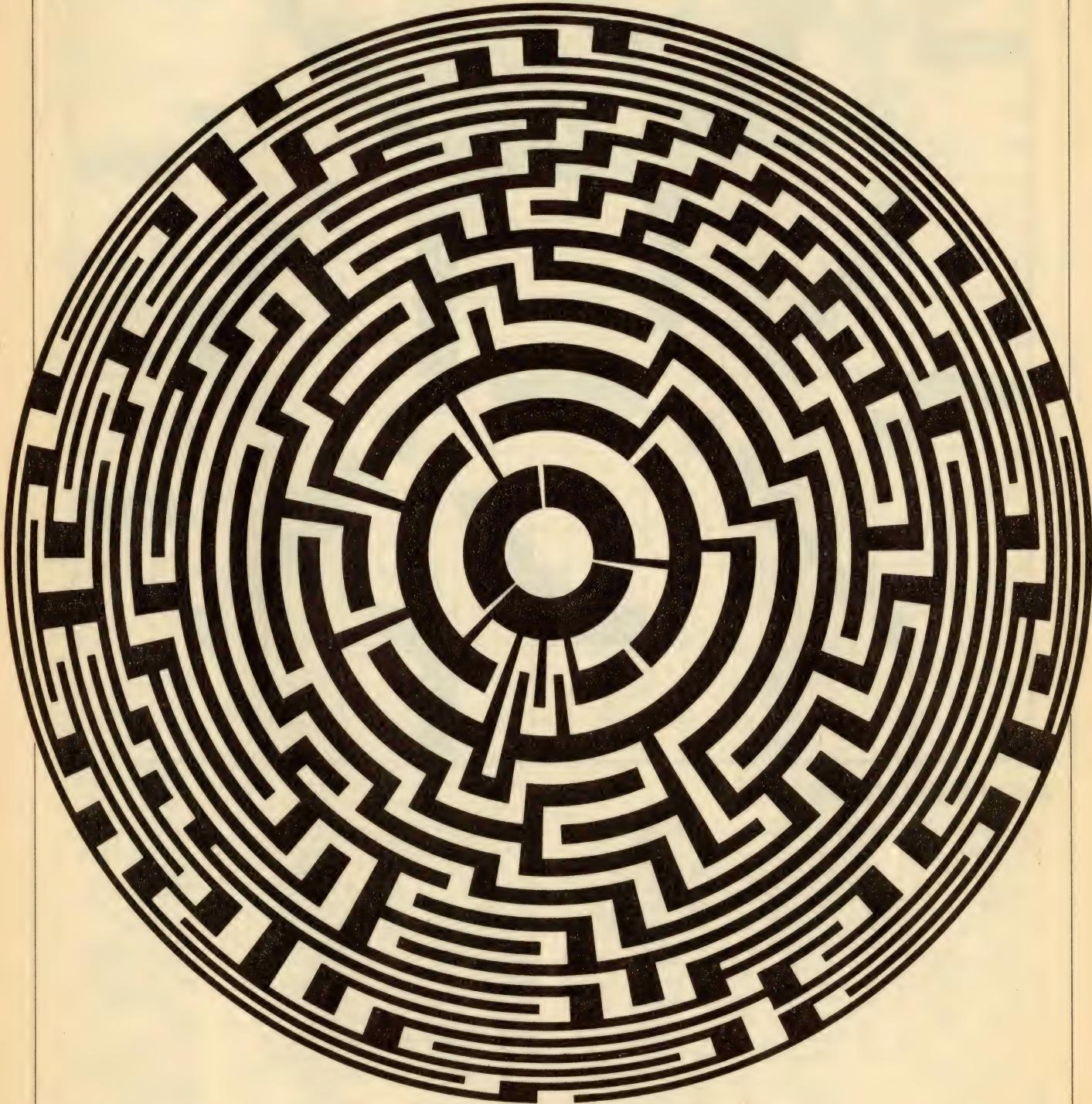
VICIOUS CIRCLES ★★

BY ULRICH KOCH

A Hemispherical Maze

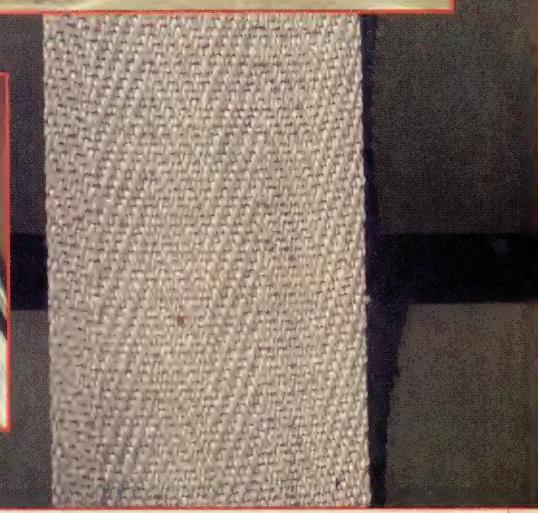
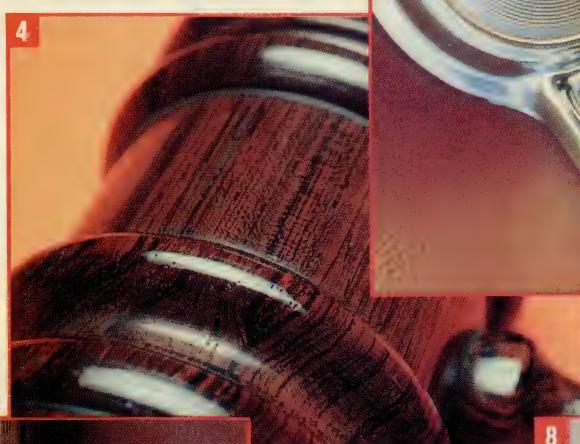
Enter at the bottom and find your way to the center.

ANSWER, PAGE 56



What are these objects?

ANSWERS, PAGE 54



CLUES

1. Pop's place
2. Growth industry
3. Waves of grains
4. Bench warner
5. Rolling on the road
6. Sun screen
7. Cold storage
8. Letter perfect



There's no scientific evidence to show that dinosaurs ever invented board games. But if they had attempted the task, they would have run into some large-scale problems. If, for example, dinosaurs had created game pieces in their own images (as humans sometimes do), the sizes of the pieces would have to have varied (a brontosaurus was twice the length of, say, an iguanodon), and most pieces would have been too large to fit on a single board space (ever see a brontosaurus?). Devising rules for moving such long, nonuniform pieces would have given these peanut-brained creatures king-sized headaches.

But we humans have surmounted the problem. Below are three man-made but saurian-inspired game-puzzles. In each puzzle, the object is to find, in the dino game position shown at right, a set of moves that will achieve a certain goal.

Dinos move about the board according to these **General Rules**, which apply to all three puzzles:

1. Where a dino can move depends on the square its head is located in. A dino's head may move any number of spaces in any line, but may not pass over or land on any occupied squares. (A dino head may not even pass over squares occupied by its own body.) Once the head reaches its destination square, the rest of the dino's body must of course come along with it, and may be oriented in any desired way, subject to rule 2 below.

2. No part of any dino may be placed on a square occupied by another dino.

3. The number of squares a dino occupies, as well as its shape, must always remain unchanged.

In addition to these General Rules, a puzzle may have a "Special Movement Rule" that gives the dinos an additional way to move. (A puzzle's Special Movement Rule applies in that problem only.) Finally, each puzzle has "Restrictions," which limit the abilities of dinos to move.

Each puzzle is to be solved in a certain number of "moves." What's unique to these *Dino Games*, though, is that you may use a move either to move a dino on the board or to eliminate one of the Restrictions. If, and only if, you use a move to eliminate a Restriction, you may ignore that Restriction when moving dinos on the board.

Here's an example of how these puzzles work.

Goal: Move all three red dinos (dots) into a straight line, as in tic-tac-toe.

Moves: 2

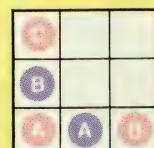
Special Movement Rule: Two dinos of the same species (i.e., having the same letter) may switch places with one another. A switch counts as only a single move.

Restrictions:

1. A dino next to two purple dinos may not move.

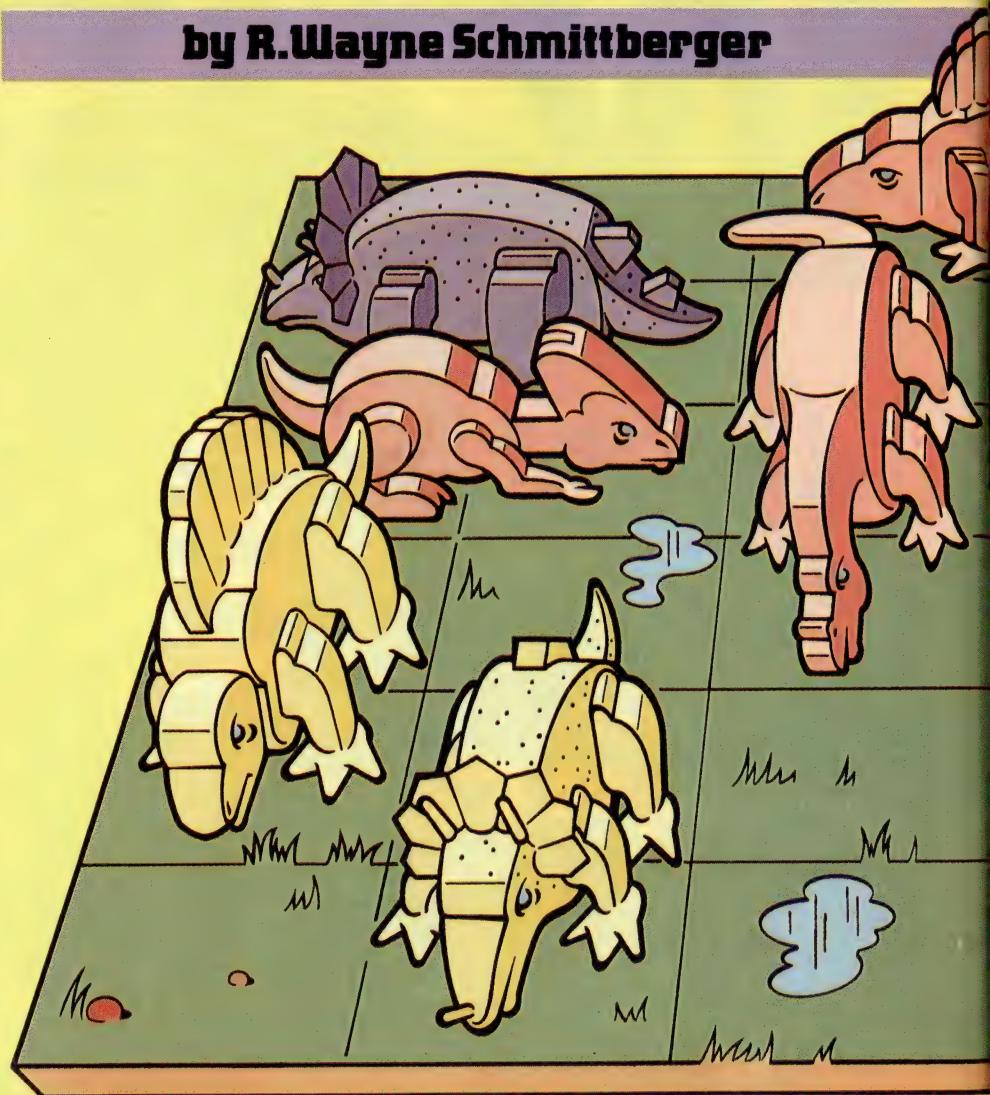
2. A dino in a corner may not move or switch.

Solution: Since you have two moves, you may either cross out two Restrictions (but that won't get you anywhere), make two moves on the board (but in that case, only purple dinos will be able to move), or cross out one Restriction and make one move on the board. The solution is to cross out Restriction 2, then switch the two B dinos.



Dino Games

by R. Wayne Schmittberger



The starting position for each of the three puzzles is the same (shown above, as well as in the Reference Diagram below), but all three problems are independent of one another. Thus, Special Movement Rules and Restrictions given in one problem do not apply to the others.

Dinos come in different species (identified by letter in the Reference Diagram, so that dinos of

Puzzle 1

Goal: Form the corners of a square with four dino heads of the same color. The square may be of any size and orientation.

Moves: 3

Special Movement Rule: Two dinos of the same species (*not* color) may switch places with one another. A switch counts as only a single move. When dinos switch, each one's head must end up where the other's was, and their bodies must occupy exactly the same set of squares that the other's did.

Restrictions:

1. Two dinos cannot switch places unless both their heads occupy squares on the edge of the board.

2. A dino head may not move just one

square.

3. Dinos of species C (see Reference Diagram at right) may not switch places.

Puzzle 2

Goal: Rearrange the dinos so that each dino is next to at least two other dinos.

Moves: 3

Special Movement Rule: A dino head may jump, in a line, over any number of occupied squares—provided that it does not skip over any vacant squares. (The head must stop on the first vacant square it encounters in the line of movement.)

Restrictions:

1. No dino may make a move or jump that brings it next to a dino of the same color.

Grand Prize

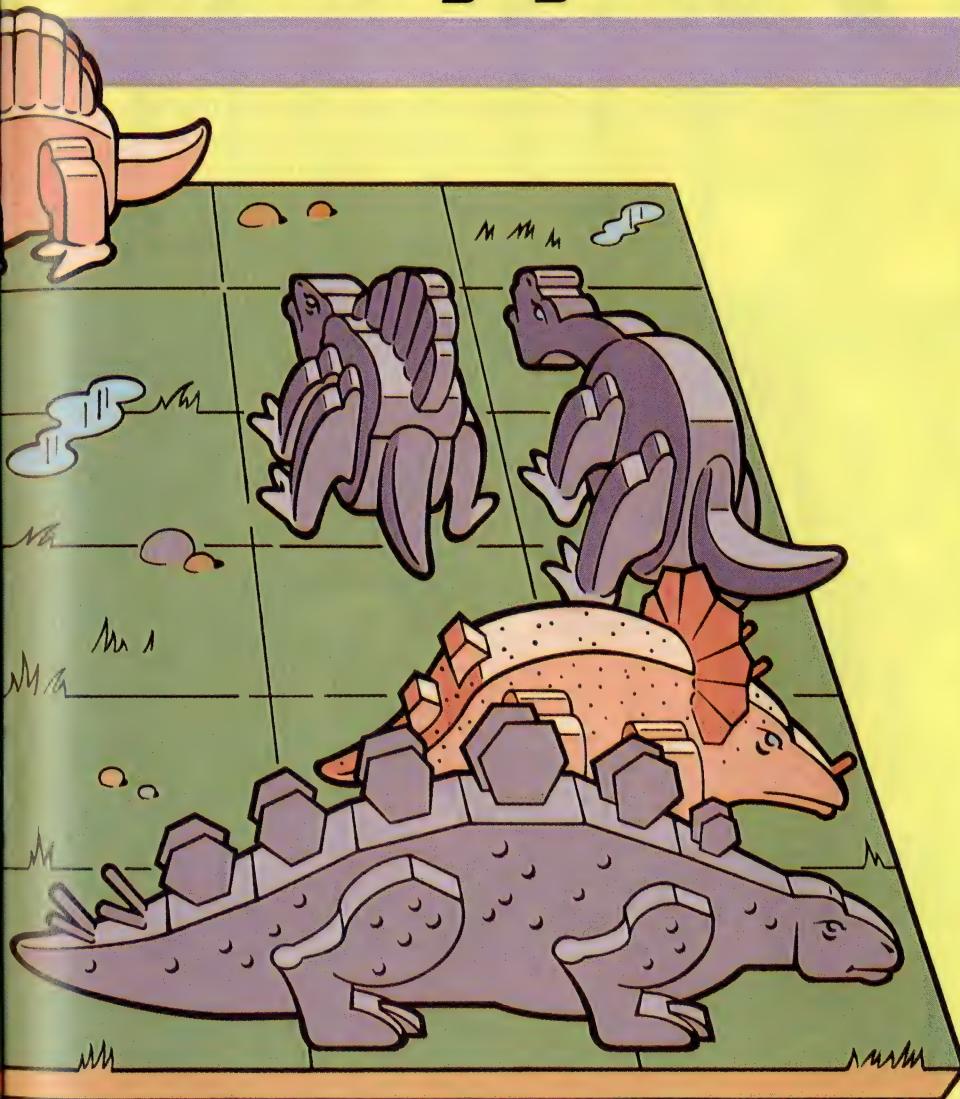
\$250

Five Runner-Up

Prizes

A GAMES T-shirt

Where You Don't Always *** Have to Play by the Rules



matching letters are of the same species), as well as three different colors. **IMPORTANT:** In all three puzzles, "line" means any row, column, or diagonal of the 6x6 board. "Next to" or "touching" means sharing at least one square's edge (not just a corner).

ANSWERS, PAGE 57

2. A dino head may not move just one square.

3. A dino that occupies two squares may not move next to another two-square dino except by jumping.

Puzzle 3

Goal: Rearrange the dinos so that three dinos of a single species are mutually touching (each touches the other two).

Moves: 4

Special Movement Rule: None.

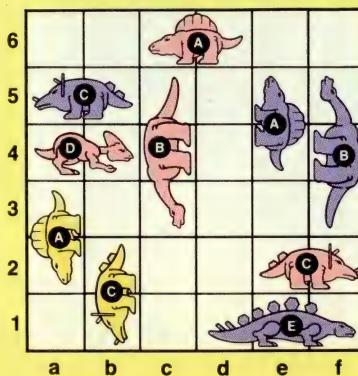
Restrictions:

1. Dinos may only move diagonally.

2. A dino head may not move just one square.

3. Purple dinos may not move.

Reference Diagram



DINO GAMES: THE CONTEST

Achieve as High-Scoring a Position as Possible in Seven Moves

This contest follows the General Rules of the dino puzzles (see far left column). There are no Special Movement Rules, but the following Restrictions do apply:

1. A red dino head may not move just one square.
2. A purple dino head may not move just one square.
3. A dino head of species A may not move more than one square.
4. A dino head of species C may not move more than one square.
5. No dino head may move to a corner square.

Starting with the same board position as the puzzles, make seven moves. Then, based on your final board position, calculate your score as explained below. As usual, each of your "moves" may consist of either eliminating a Restriction or moving a dino on the board (according to the General Rules, and subject to any Restrictions that have not been eliminated).

Scoring Points are scored in five different categories, all of which are added together to determine your total score:

2 points for each different pair of dino heads that lie in the same row, column, or diagonal;

4 points for each different pair of dinos that occupy adjacent squares;

15 points for each dino that does not occupy any square on the edge of the board;

24 points for each four dino heads that form the corners of a square—which may be of any size and orientation.

31 points for each dino that doesn't "touch" any other dino (dinos touch if any of their squares share an edge).

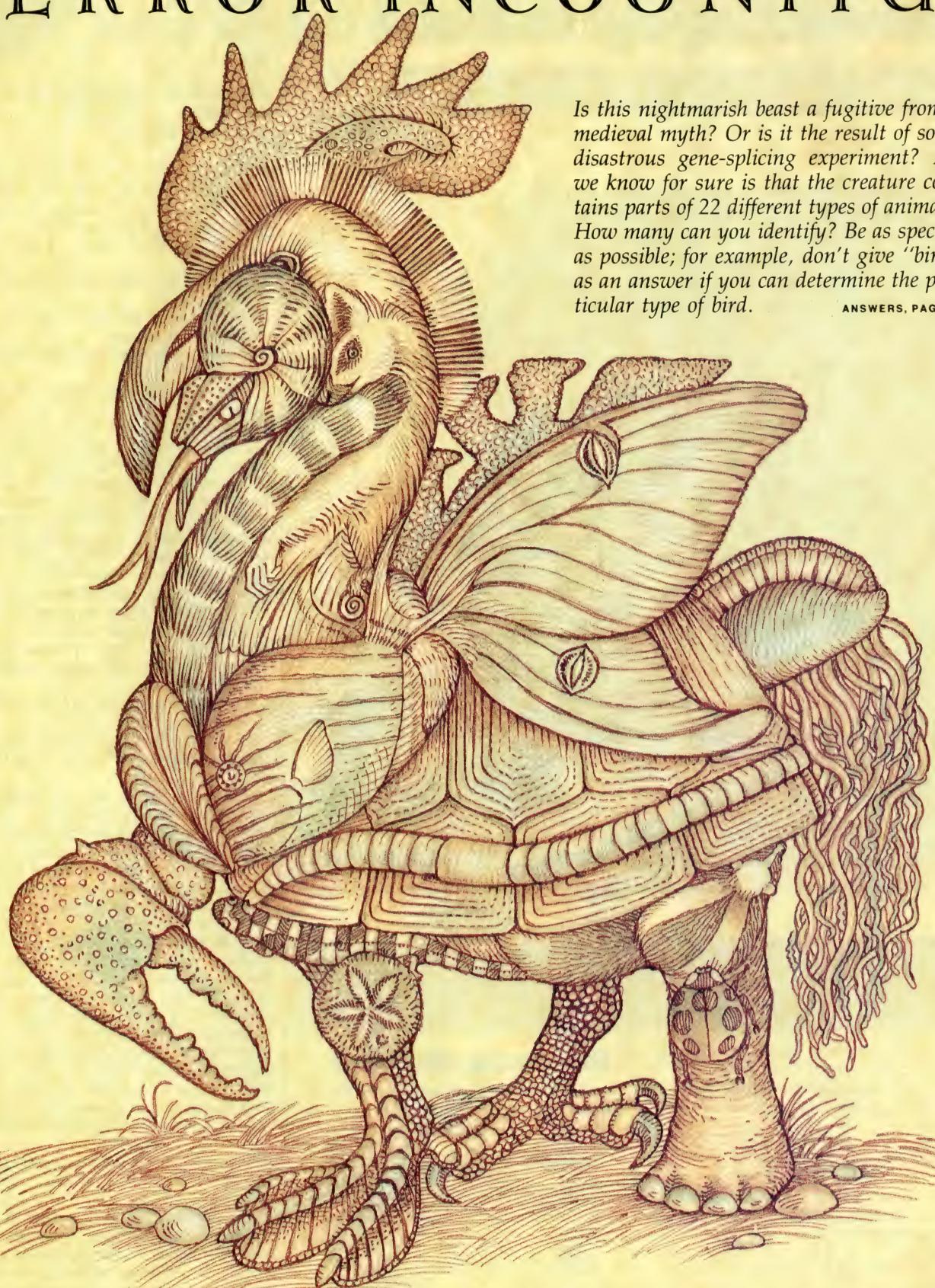
A single dino may be part of any number of scoring combinations.

How to Enter On a sheet of paper or a postcard, list your name and address, your moves, your total score, and a rough diagram showing the final positions of all dinos and their heads, and indicating color and species (in any convenient way). For a move that eliminates a Restriction, give the number (1-5) of the Restriction (e.g., "Eliminate 3"); for a move that moves a dino, give the color and species of the dino and the coordinates of the squares it moved to (e.g., "Red C to d4-d3").

Winning The entry with the highest score will win. Ties will be broken by random draw.

Mail your entry to: Dino Contest, GAMES Magazine, 810 Seventh Avenue, New York, NY 10019. Entries must be received by April 4, 1988. You may enter more than once, but each entry must be mailed separately. **IMPORTANT:** If you mail your entry in an envelope, write your total score on the back of the envelope and circle it.

TER ROR INCOGNITUS



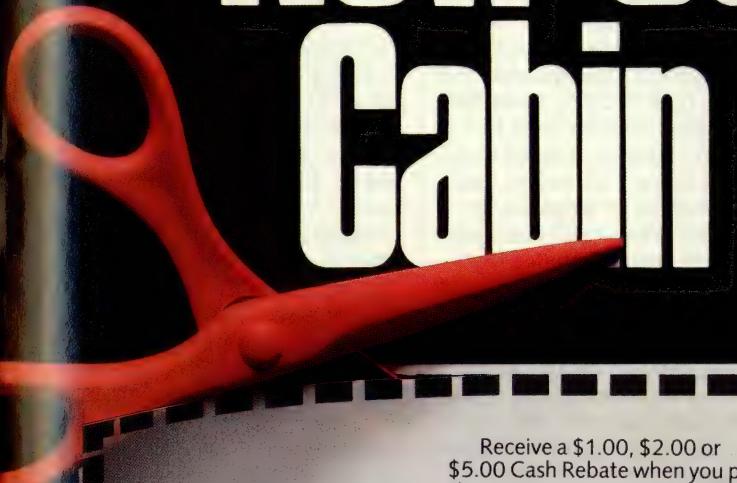
Is this nightmarish beast a fugitive from a medieval myth? Or is it the result of some disastrous gene-splicing experiment? All we know for sure is that the creature contains parts of 22 different types of animals. How many can you identify? Be as specific as possible; for example, don't give "bird" as an answer if you can determine the particular type of bird.

ANSWERS, PAGE 56

ILLUSTRATED BY PATRICIA WYNNE

AMAZING!

New Cure For Cabin Fever.



Parker Brothers Just In Time Rebate Offer.

Good news!

Just when the kids are screaming that they can't take one more day of winter, Parker Brothers is giving cash back on all our games and toys. It's a great way to save some money and to keep the kids busy until winter's finally over.

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4. All items must be purchased between January 1, 1988 and April 30, 1988. Claims must be postmarked no later than May 15, 1988.
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7. Limit of up to \$25.00 in rebates per household or organization.
8. Allow 6 to 8 weeks to receive payment.
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10. Offer good only in the U.S. and void where taxed or otherwise restricted. Retailers and wholesalers are not eligible to participate.



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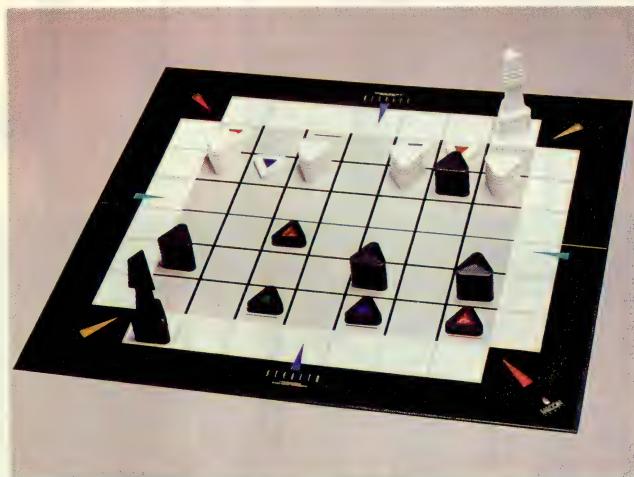
City _____ State _____ Zip _____

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G

GAMES & BOOKS

EDITED BY SCOTT MARLEY



STEALTH

Falcon Games, P.O. Box
19675, Irvine, CA 92714;
\$24.95 postpaid

With its handsomely molded triangular pieces, this two-player strategy game looks like a futuristic form of chess. Tactically, it's simpler than checkers, yet its strategies can be surprisingly subtle.

Each player controls nine pieces of white or black: one starship, four guardians, and four drones. Each drone has a raised triangle in its center, colored to distinguish it from the others.

A player wins by capturing or blockading the opposing starship, or by capturing all four enemy drones. Starships and guardians move any number of squares in a straight line (like a chess queen); guardians, however, can neither capture nor be captured, and act as mobile blockers.

Drones may either move one space in any direction, jump over a friendly drone, or move any number of spaces in the direction of the matching colored arrows on the board. Green drones, for example, can

move any distance horizontally left or right, while amber drones can zip along any lower-left-to-upper-right diagonal.

A drone captures an enemy drone by landing on it, forming a "tower." A tower moves like a drone, but with one advantage: In directions in which a drone can move just one square, a tower can move as many squares as the number of drones the tower contains.

Since the last player to capture on a particular square will control the tower that is created there, equal exchanges rarely occur. But falling even one piece behind in an exchange will almost certainly cost you the game. The result of this is that most of the game consists of careful maneuvering without any captures. Typically, players try to control the center with their drones, using guardians to force enemy drones into an awkward arrangement so that one or two of them can be attacked.

The rulebook is far too wordy, but we're told that a revised book will be out shortly. If you're looking for a simple strategy game that can be played in half an hour, I recommend *Stealth*.

—R. Wayne Schmittberger

STRATEGY BOOKS

Winning Monopoly, by Kaz Darzinskis (Harper & Row, \$7), is the most thorough work yet on Monopoly strategy. The early chapters on the real value of the various properties won't be news to hardcore players, but they will open the eyes of anyone who still thinks Boardwalk is the best property on the board.

Later chapters are packed with new ideas and dozens of tips on a surprising range of subjects: What the critical turning points are; how and why to control a game's tempo; how to plan trades far in advance; and, of course, how to take advantage of players who haven't read this book. And much, much more.

The Ultimate Guide to Winning Scrabble and **Crossword Game**, by Michael Lawrence and John Ozag (Bantam, \$9), is a detailed guide to the ABCs of good Scrabble, from the importance of two-letter words to the handling of the endgame.

In addition, it contains lots of useful word lists that regular players will want to study, even including a list of common words like END-GAME that are *not* in the official dictionary and so are not legal in tournament play.

If you're already winning tournaments, the recent *Champion's Strategy for Winning at Scrabble* (reviewed June/July 1987) will do more to sharpen your game. But if you're just beginning to play seriously, *The Ultimate Guide* is the better book to start with. Unfortunately, several diagrams contain errors, but reading the text carefully will clear up any confusion.

Basic Bridge in Three Weeks, by Alan Truscott (Putnam, \$9), is a step-by-step introduction to contract bridge bidding and card play. Most easily available beginner's books are decades old. But Truscott, who is bridge editor for *The New York Times*, teaches bridge the way today's experts play.

Each daily lesson discusses an aspect of bidding and then presents a sample hand for you to bid. Truscott then uses the same hand to demonstrate some point of card play. Since you're learning bidding and card play side by side, you get a feel for the whole game from the earliest lessons. And Truscott's writing is clear and friendly, making this one textbook that's actually hard to put down.

Published by the author, **Cribbage for Experts (and Future Experts)**, by Dan Barlow (108 Carl Drive, Chapel Hill, NC 27514; \$6 postpaid), is an 88-page booklet that is far and away the best study we've seen on the play of cribbage hands—the "pegging" phase of the game.

Barlow, a tournament cribbage competitor who has won the National Open, clearly explains the fine points of how to choose an opening lead, how to respond to one, and how to make the most of your chances in the endgame.

Also included are a brief discussion of discarding, suggestions for cribbage variations, and a dozen highly instructive problems to solve. Regardless of your cribbage skill, if you're interested in improving, you shouldn't miss this little gem.

Strategic Solitaire, by David Berveiler (McFarland

& Co., Box 611, Jefferson, NC 28640; \$17.45 postpaid), tells far more than we thought possible about the seemingly simple solitaire game of Klondike.

Berveiler plays the common variation in which you go through the deck once only, one card at a time, and keep track of your score over a series of games. He tells you how to win more often, and how to increase your part score in the games you can't win.

A typical tactic of Berveiler's is the "deuce hold-

up." In some situations you might *not* want to put, say, the two of clubs on the three of diamonds. That way, if the two of spades turns up before the ace of spades, you'll have a place to put it, saving it from being buried in the discard pile.

Berveiler's textbookish style and terminology will put off casual readers, but the book is not as hard to follow as it looks at first glance.

—Scott Marley and R. Wayne Schmittberger

ARKHAM HORROR

Chaosium, \$25

Good horror games—games that provide a bit of the cozy terror of Chiller Theater—are rare indeed. Hundreds of games are devoted to the pursuit of money, war, or trivia, but haunted houses and ghastly spirits are elusive.

Arkham Horror is a board game based on the classy, award-winning role-playing game Call of Cthulhu. Both games are drawn from the richly atmospheric horror stories of H. P. Lovecraft. As in Cthulhu, players assume the role of investigators in the 1920s, seeking out otherworldly beings who intend nothing less than the destruction of human society.

You start by selecting an investigator like Gloria Goldberg or Monterey Jack. Investigators are armed with weapons and magical items, and are also rated for four crucial skills: Fast Talk, Fight, Knowledge, and—useful when ducking some creature with three heads—Sneak. You also start the game with sanity and strength points, which can vanish pretty quickly.

And wouldn't you know it, the simple, colorful track passes right by such Lovecraft landmarks as the Asylum, the Lighthouse, Devil's Beach, and Miskatonic

University.

Each turn, investigators can move or wait. An investigator at a special location like the Graveyard or the Newspaper can have an encounter that might gain information, weapons, or even an ally. Some encounters send you on a two-turn visit to some remote spot like the sunken city of R'lyeh or the icy Plateau of Leng. Such visits can be very unhealthy.

If you stumble upon a monster, you can fight it (with weapons, magic items, and strength points) or sneak away (using your Sneak skill). Meeting monsters can also cost you sanity points and a quick trip to the Asylum.

The Mythos, or monster, phase is especially fun. Gates to otherworldly dimensions can open and monsters can appear on the board according to the roll of the dice. You can find yourself on the run from anything from a many-tentacled Cthulhu to some Arkham maniac with an ax.

The gates can be closed—stopping the flow of monsters—by attacking them. The surviving investigator who closes the most gates is the winner. Arkham Horror plays well as a solitaire game, too. But with the forces of evil so immense, I suggest you work with a group of players before it's—gasp!—too late.

—Matthew Costello

SEGAMASTER SYSTEM

System including two control pads, light phaser, Hang On and Safari Hunt games, around \$100; Great Soccer, \$35; sports pad, \$60; Missile Command game, \$50; 3-D goggles, \$50

Maybe soccer isn't yet a big-time sport in the U.S., but this new video version of the game should attract plenty of ardent fans. Great Soccer is made for the Sega Master System, a new video game system very similar to the popular Nintendo system. Like Nintendo, the Sega system has excellent graphics at the service of many good and not-so-good games.

Sega has produced a full line of sports games, including a fine volleyball game, but soccer—a fluid, nonstop sport—translates best to video. The action on Great Soccer's scrolling screen is World Cup class. Players can pass, tackle, dribble, and shoot. Goal kicks, throw-ins, and offside calls add nice touches of realism.

One or two can play Great Soccer. You get to choose one of eight international teams. Their relative

strengths matter only when playing against the computer, with the U.S. squad sadly but accurately ranked at the bottom.

The control pads included with the system allow players to move in only eight directions, but a "sports pad" (sold separately) permits total movement. One technical flaw is that ground kicks move only toward the opponent's goal, and can't be used for angled passes.



Sega has also created faithful renditions of some of its arcade games, including the exciting racing games Out Run and Hang On. Missile Command offers the illusion of 3-D, and requires the purchase of a "light phaser" and special goggles. It's a fairly pedestrian shoot-'em-up, but the 3-D effects are impressive. A 3-D version of Zaxxon is in the works. —Curtis Slepian

TUUNES

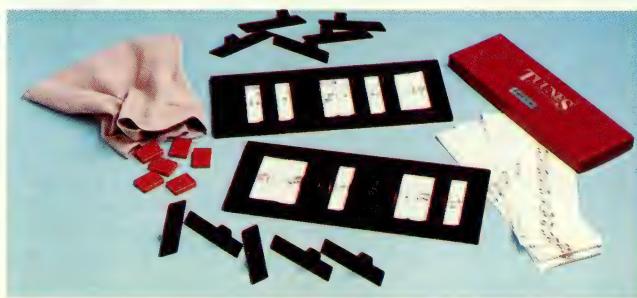
Burksongs, 8033 Sunset Blvd. #764, Los Angeles, CA 90046; \$37.95 postpaid; orchestral themes or American hymns supplement, \$13.70 postpaid

Tunes, for two players or teams, is a fascinating game of musical hangman. Each turn you draw a numbered chip from the bag,

uncover the corresponding beat of music on your opponent's rack, and try to name the hidden melody.

Though you don't have to be a musician to play, at least one person on each side must be able to sight-read music. The equipment is of very good quality. Fifty melodies from American culture are included; supplements are also available.

—Scott Marley



DISC CLAIMERS

One hundred thanks for your Frisbee article by Mark Danna ("It Came, It Soared, It Conquered," October/November, page 12). I am a Frisbee enthusiast who shares Mark's feelings on this 30-year-old creation. I have had the privilege to play alongside Mark and other pros, who have left me awestruck by their skill and knowledge of the Frisbee's aerodynamics. GAMES has helped Frisbee playing throw its Rodney Dangerfield syndrome (we don't get no respect). My most memorable experience had to have been attending the 1982 World Championships at Rutgers University in New Jersey. There is nothing like meeting someone who doesn't speak English, but sure as heck speaks the language of Frisbee.

Michael A. Correa
Mt. Vernon, NY

I enjoyed reading Mark Danna's fine story. I appreciate any mention of myself or my dog, Wizard. However, your article said Wizard appeared on David Letterman's "Stupid Pet Tricks" segment. In reality, Wizard was a featured guest. Greg Hosfeld earned a spot on Letterman's "Stupid Human Tricks" by keeping a mini-disc aloft by blowing under it.

Incidentally, I won the Men's Overall World Frisbee Championships in 1976, making me the only person to both win a world title and train a dog that won a world title (Wizard was 1984 World Frisbee Dog Champion in the Ashley Whippet Invitational). Wizard retired from competition undefeated.

Peter Bloeme
Smyrna, GA

MARKED INCOMPLETE

As a college student attending "Paradise U." (University of California at Santa Barbara), I'm hurt that you didn't include us in your quiz, "It's Academic" (October/November, page 20). Your grade is also lowered for not including in the section called Team Spirit the team nickname of the University of California at Santa Cruz: the Bananaslugs!

Cathy Frank
Isla Vista, CA

EVENTS

If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibility, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

FEBRUARY**DAY OF THE MONTH: FEBRUARY 14**

"Ferris Wheel Day" honors George Washington Gale Ferris, who was born on this day in 1859. An accomplished civil engineer, Ferris is best remembered as the inventor of the Ferris wheel, which he developed for the World's Columbian Exposition in 1893. Built on the Midway, the 250-foot diameter Ferris wheel (with 36

coaches, each capable of carrying 40 passengers), proved to be one of the greatest attractions of the fair. Ferris died in Pittsburgh, PA on Nov. 22, 1896.

CHESS The World Chess Festival in Saint John, New Brunswick, Canada, may be the most important chess event ever held in North America. Running from January 23 through February 20, it will involve over 1,000 players from 65 countries, including five of the six highest rated players in the world, in a series of chess events and cultural activities. The major chess events are:

- The Candidates' Matches, which will determine which seven of the 14 current qualifiers (one of whom is U.S. champion Yasser Seirawan) will advance to the next round in the quest to challenge for the title of world champion;
- The World Blitz Championship, a one-day event in which 32 players—including world champion Gary Kasparov—will play "five-minute chess" (each player has only five minutes to make all his moves) for \$100,000 in prize money;
- Two international tournaments, open only to internationally ranked players, each with \$50,000 in prizes;
- Two open tournaments, open to all, each with \$50,000 in prize money;
- The World Amateur Championship, a brand new event open to players with no international rating;
- A "Celebrity Simul," in which world champion Gary Kasparov will play 20 celebrities simultaneously;
- Other events ranging from exhibitions of unusual chess sets to numerous concerts and plays. For information or reservations, call the Festival Hotline 800-561-9229, or write: World Chess Festival, P.O. Box 1971, 12th floor, City Hall, Saint John, New Brunswick, Canada E2L 4L1.

WRITING CONTEST Poor writing will have its rewards in the 11th International Hemingway Competition, sponsored by Harry's Bar & Grill of Los Angeles, California. Writers are asked to compose one page of "bad" Hemingway-style prose, remembering to mention Harry's Bar & American Grill (nicely). Top prize is dinner for two at Harry's Bar & American Grill in Florence, Italy (round-trip airfare is included). Entries must be postmarked Feb. 15, 1988. The winner will be announced in April. Mail entries to: Harry's Bar & American Grill, 2020 Ave. of the Stars, Los Angeles, CA 90067. For more information, call (213) 277-2333.

MARCH DAY OF THE MONTH: MARCH 1-7

The purpose of "Return the Borrowed Books Week" is to remind you to make room for those precious old volumes that will be returned to you, by cleaning out all that worthless trash that your friends have been waiting patiently for. As a favor to a hospital librarian plagued by sluggish book returns, cartoonist Al Kaelin put this event on the calendar 34 years ago in his syndicated newspaper cartoon. So if you're either a borrower or a lender, this is your chance to balance your books!

BRIDGE The 1988 Spring North American Bridge League Championships will be held March 18-27 at the Buffalo Convention Center in Buffalo, New York. Nationally rated events include men's pairs, women's pairs, open pairs, and the Vanderbilt knockout teams. Fees range from \$5 to \$9 per session. Contact: ACBL, 2200 Democrat Rd., Memphis, TN 38116 or call (901) 332-5586.

CONTEST Owners of sneakers deteriorated through natural causes are invited to compete in the National Rotten Sneaker Contest to be held on March 21, 1988 (the first day of spring). Contestants 18 years and younger are eligible. Contact: Donald Lorinovich, Montpelier Recreation Dept., 55 Barre St., Montpelier, VT 05602.

CRIBBAGE The first Boston Cribbage Classic will be held March 18-20, at the Quality Inn, Downtown, in Boston Massachusetts. Officially sanctioned by the American Cribbage Congress, this tournament offers a full weekend of cribbage, including the main tournament, championship playoffs, and other special events. Trophies and cash prizes will be awarded. Contact: Boston Cribbage Classic, P.O. Box 891, Milford, MA 01757.

SCRABBLE Tile turners will be squaring off at the Great Smoky Mountain Open Scrabble Players Tournament, March 25-29, at the Holiday Inn in Pigeon Forge, Tennessee. Twenty-two games will be played in the four-day competition beginning at 10 A.M. Saturday and concluding with the awards ceremony at 7 P.M. Tuesday. \$15,000 in cash prizes will be awarded to the top finishers in all levels of ability. Contact: Mady Garner at (513) 941-6679 or (513) 941-1700.

RESULTS

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THE LANGUAGE OF POKER

OR

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mean to trap opponents by playing weak with a strong hand—the opposite of a bluff, where you play strong with a weak hand.

Max referred to his two cards in the hole as being "in the pocket," and any face card he called a "paint." "Down the river," he said when he dealt the last card in seven-card stud face down, and he called the four up-cards "Third Street," "Fourth Street," "Fifth Street," and "Sixth Street."

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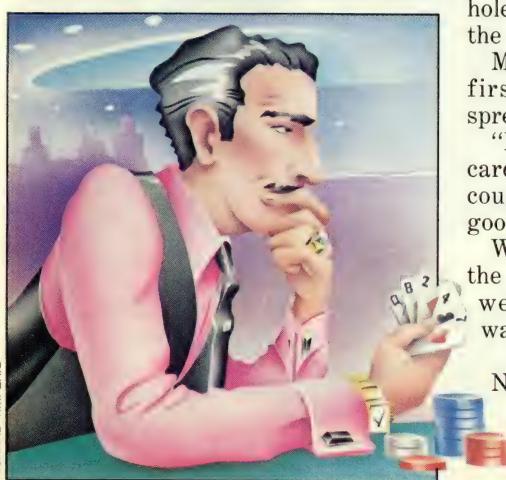
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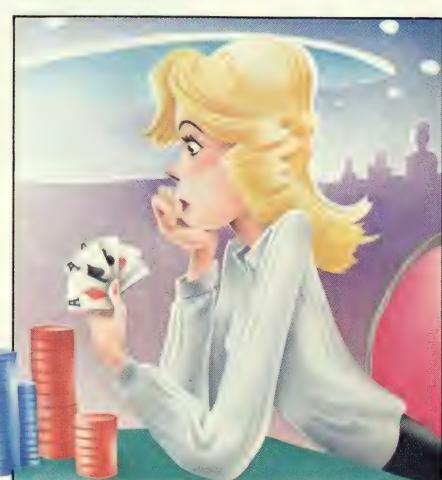
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HBN29



RICHARD TIMPERIO



DISC CLAIMERS

One hundred thanks for your Frisbee article by Mark Danna ("It Came, It Soared, It Conquered," October/November, page 12). I am a Frisbee enthusiast who shares Mark's feelings on this 30-year-old creation. I have had the privilege to play alongside Mark and other pros, who have left me awestruck by their skill and knowledge of the Frisbee's aerodynamics.

GAMES has helped Frisbee get its Rodney Dangerfield syndrome (no respect). My most memorable experience had to have been attending 1982 World Championships in New Jersey. There meeting someone who does glish, but sure as heck speaks English of Frisbee.

Mike

I enjoyed reading Mark Danna's article. I appreciate any mention of my dog, Wizard. However, your Wizard appeared on David Letterman's "Stupid Pet Tricks" segment. Wizard was a featured guest and earned a spot on Letterman's "Pet Tricks" by keeping a man blowing under it.

Incidentally, I won the Midwest World Frisbee Championship, making me the only person to win a world title and train a dog that won a title (Wizard was 1984 World Champion in the Ashley Whistler). Wizard retired from competition undefeated.

MARKED INCOMPLETE

As a college student attending "Paradise U." (University of California at Santa Barbara), I'm hurt that you didn't include us in your quiz, "It's Academic" (October/November, page 20). Your grade is also lowered for not including in the section called Team Spirit the team nickname of the University of California at Santa Cruz: the Bananaslugs!

Cathy Frank
Isla Vista, CA**EVENTS**

If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibility, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

FEBRUARY DAY OF THE MONTH: FEBRUARY 14

"Ferris Wheel Day" honors George Washington Gale Ferris, who was born on this day in 1859. An accomplished civil engineer, Ferris is best remembered as the inventor of the Ferris wheel, which he developed for the World's Columbian Exposition in 1893. Built on the Midway, the 250-foot diameter Ferris wheel (with 36

coaches, each capable of carrying 40 passengers), proved to be one of the greatest attractions of the fair. Ferris died in Pittsburgh, PA on Nov. 22, 1896.

CHESS The World Chess Festival in Saint John, New Brunswick, Canada, may be the most important chess event ever held in North America. Running from January 23 through February 20, it will involve over

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"I HAVE TWO PAIRS," THE WOMAN said, "aces and threes."

They were good enough to beat my kings and sevens. Nevertheless, I was delighted she had decided to join her friend Max as guests in our regular Friday night poker game in Los Angeles. For one thing, she was a looker, but more to the point, she was a novice. A poker player with any experience would have said "two pair," without the final "s," and a real pro would have said simply "aces up" (and, if he bothered to mention them at all, he would have said "treys," not "threes"). Clearly the fox with her "two pairs" would make a big donation to our \$1-limit game before the night was over.

Max was another matter. Both his actions and his language were those of a pro. Scary. I just hoped I'd win more from the neophyte than I'd lose to the shark.

As soon as Max had received his chips—"checks," he called them, like the big boys in Vegas—he divided a stack of them in two and shuffled them one-handed. It was a dead giveaway—a "tell," he would call it—because only a player who had turned a lot of cards in his time could shuffle chips that way.

"A pair of cowboys," he called my two kings. "You slowplayed that pretty good," he said when Larry, one of our regulars, checked and raised with a well-hidden full house. Less "hip" players would have used "sandbagged" for "slowplayed," although both terms mean to trap opponents by playing weak with a strong hand—the opposite of a bluff, where you play strong with a weak hand.

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THE LANGUAGE OF POKER

OR

THINGS AREN'T ALWAYS WHAT THEY SEEM

BY ROGER DIONNE

he showed an ace-five straight. "Filled it on a gut shot," which meant he had drawn to an inside straight and caught the card he needed to fill it.

"He's on a rush," he said when Larry won his fourth pot in a row. He called Gary, our tightest player, "a locksmith," and Sam, our loosest player, "a live one."

Ironically, Max was losing money as the evening progressed, but his hesitant friend, apparently on a run of beginner's luck, was accumulating a healthy share of the chips. At one point, she and Max went head to head in a big pot. Showing three hearts for a possible flush, Max was betting the maximum. This drove the rest of us out, but his friend kept calling and raising with nothing better showing than the ace she'd gotten on Third Street.

When the last card was dealt down the river, Max bet the maximum before even looking at it, advertising that he had already made his flush. This time his friend only called and turned over her hand.

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"You had a little bad luck," I said.

"Well, when I got that hand cracked, I just went on tilt. I was steaming around out there with tickets I would normally throw in the mud." (Translation: When Max lost that big hand, he started playing crazily. He bet aggressively with hands he should have folded.)

"You'll get 'em next time," I said.

Max shrugged. "Let's go, honey," he said to the woman.

I moved to Las Vegas a couple of months after that evening, and began dropping in at the Dunes poker room for their \$3-limit seven-card stud game. One evening, as I was about to sit down, I noticed a woman playing in a \$20-limit game nearby. When she turned around, I recognized her as the novice I'd met in L.A. I walked over to the empty seat next to her. She was shuffling her chips like a pro, one-handed.

"Back in Los Angeles you talked as though you'd never played poker in your life," I said.

"Surely you know, my pigeon," she cooed, "poker is a game of deception."

"What about Max?" I asked.

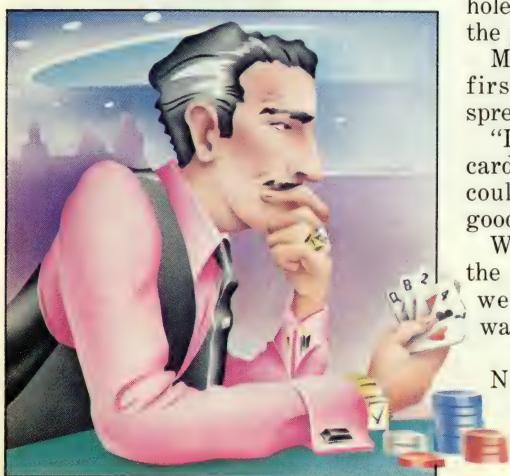
"That turkey," she said with amusement. "He comes up here every few weeks. Speaks the language like a real player, but he always manages to leave a few hundred dollars behind."

"He shuffles his chips pretty good."

"Oh, I taught him that." She looked warmly into my eyes. "This seat is open, honey," she said. "Why don't you sit in and I'll teach you. It's just a little \$10 and \$20 game."

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RICHARD TIMPERIO



CONTEST RESULTS

FROM JUNE/JULY SHEAR WIT

At the direction "Cut!" more than 400 readers took scissors to their magazines, newspapers, and other visual materials to create some form-fitting commentary. The challenge of the contest was to cut any printed image into an appropriate, perhaps ironic, shape, resulting in a wordless but telling message. Most entrants sent more than one submission, proving that there are more than enough "cutting remarks" to go around.

Responding to some of last summer's more sensational news events, readers pounced on photos of Presi-

dent Reagan, Jim and Tammy Bakker, and Gary Hart (who was usually shown in the shape of a broken heart). The outline of a bull was widely employed, both to point out the dubiousness of the subjects (from Want Ads to Oral Roberts) or as a metaphor for the then-surg-ing stock market. Income tax forms were popular targets for scissors, and were seen in shapes ranging from mazes (an apt comment on tax "simplification") to broken piggy banks (which we understand all too well). One reader cut a real dollar bill in the shape of an arrow, but neglected to tell us which direction it should point; we suspect, alas, that it was pointing up when he sent it.

Other noteworthy ideas included warranties in the shape of Swiss cheese or a screw, a violin photo cut to look like a person yawning, and even our own GAMES Deluxe ad cut into the shape of Mickey Mouse's head!

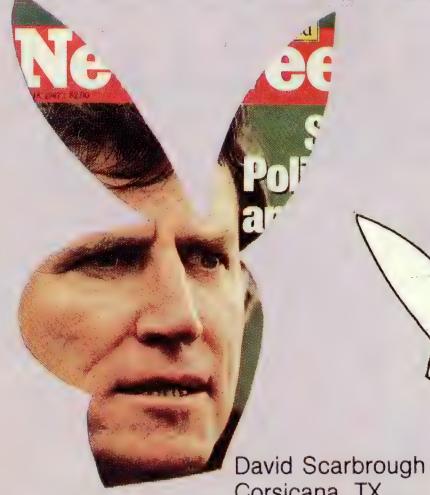
For his on-the-mark depiction of the weather report, the grand prize of a pair of silver reading shears from Tiffany goes to Bob Fauska of Baraboo, Wisconsin. His entry is shown below, along with those of the five runners-up, each of whom will receive a GAMES T-shirt.

—Robert Leighton

Grand Prize Coin-Flip Forecast



"Playboy" Gary Hart



David Scarbrough
Corsicana, TX

FROM AUGUST/SEPTEMBER PUZZLE DECATHLON

For the more than 12,500 readers who entered our Tenth Anniversary Puzzle Decathlon, the 10 events may have seemed just as grueling as their Olympic counterparts. One pair of solvers told us, "You really outdid yourselves. We have never seen a better collection of clever, witty, and *devilish* puzzles." And devilish they were—including a few diabolical traps set to catch all but the most careful solvers.

The word search contained a number of "capital cities of independent nations," and the unused letters of the grid were to be anagrammed into the

Pinocchio Ollie North



Liz Hoisington
Champaign, IL

Man-in-the-Moon Moonman



Michael Orlove
Juneau, AK

Shark Divorce Complaint



Les Abromovitz
Pittsburgh, PA

name of a country. Unwary solvers hastily circled CALCUTTA without pausing to remember that India's capital is New Delhi. This left them with the final answer AUSTRIA instead of the correct AUSTRALIA.

The crossword, too, contained a few pitfalls. Solvers who thought "Zeus's babysitter" (21-Across) was ADA instead of IDA—with PLAYS for PLIES ("Exercises"), JULY for JUNE ("Cancer time"), and LUNCHEON for NUNCHEON ("Light meal")—fell into one of our traps. And others didn't know that PARRY—not PEARY, who was American—was the "British Arctic explorer-turned-admiral." These solvers had EMIR for AMIR ("Dubai bigwig"), DEUS for DEUM ("God, to Gregory"), and SEA for MER ("Lafitte milieu"). The correct final answer (an anagram of the letters in the six shaded squares) was CRIMES; hundreds of readers sent us CARESSES, while others offered, appropriately perhaps, SCREAMS.

Only a handful of entries contained the correct answers to all 10 events (shown on the entry form above right—for full explanations, see Answers, page 56), from which the Grand Prize winner and 10 runners-up were chosen by random draw. Additionally, a First Prize and one runner-up were awarded in each of the 10 events. The winners are: **Grand Prize** (\$50 American gold eagle coin, worth over \$500)—Jean Paul, Minneapolis, MN; **First Prizes** (\$100 each)—(Event 1) Eileen R. Wood, Westboro, MA; (2) Lance Layton, Agoura Hills, CA; (3) Allan Atrubin, Rochester, MN; (4) Judy L. Dean, Koror, Republic of Palau; (5) Thomas Cooch, Randolph, VT; (6) Brian Hart, Springfield, MA; (7) Evan McLain, Colorado Springs, CO; (8) Mary Lou Rower, Atlantis, FL; (9) Sunshine Chenkin, Swarthmore, PA; (10) Bronson Terry, Concord, MA; **Runners-Up** (a GAMES T-shirt)—(all 10 events) William B. Catton, Lancaster, PA; Kyle Corbin, Raleigh, NC; John F. Curran, River Edge, NJ; Larry Flynn, Davis, CA; Jim Francis, Seattle, WA; Craig Hamilton, Mountain View, CA; Martin Levinton, New Rochelle, NY; Paul S. Strauss, Providence, RI; Richard Sweet, Madison, WI; Susan S. Tenant, Riverdale, NY; (Event 1) Kathy Van Stone, Palo Alto, CA; (2) Ethan Berkove, Southfield, MI; (3) Jonathan Bandler, Silver Spring, MD; (4) Linda Campanella, Yatesville, PA; (5) Tim Lipetz, Columbus, OH; (6) John Knoederer, Bloomfield Hills, MI; (7) Stanley Thomas Jr., Springfield, IL; (8) Beth Zimmitti, Windsor, CT; (9) Laurel Bre-

tall, Cardiff-by-the-Sea, CA; and (10) Ken Kelley, Pasadena, CA.

—Mike Shenk

The Answers

- | | |
|------------|--------------|
| 1. 5 | 6. AUSTRALIA |
| 2. PERFECT | 7. 43917 |
| 3. ESPRIT | 8. SEAFRONT |
| 4. B D A C | 9. CRIMES |
| 5. 82 | 10. 498,900 |

FROM AUGUST/SEPTEMBER HIDDEN CONTEST

Over 2,600 readers found our Hidden Contest, instructions for which were scattered throughout our "Tenth Anniversary Message" (Our Move, page 4). Readers who didn't know better must have thought our choices of emphasis in the message were strange—but if all italicized letters and numbers in the message were read in order, the result was: "Count all 10s and tens on the cover; send this total to Games Hidden 10s."

Reasonable persons might disagree about whether certain 10s and tens on the cover should count. If the magazine is turned upside down, for example, the "oi" in "Coin" might be counted as a 10, and perhaps also the "/0" that consists of the last 0 of the large cover price and the slash next to it. As some contestants pointed out, there are also five 10s on the back cover—which is, after all a "cover," too. And so, in addition to the number of definite 10s and tens on the cover—which add up to five—we would have allowed some answers that were slightly larger. (As it happened, though, virtually every contestant gave "five" as the answer.)

The 25 winners, each of whom will receive a GAMES T-shirt, were chosen by random draw. They are: Kathleen Alduous, Alameda, CA; William L. Baker, Hagerstown, MD; Mary Barber, Oswego, NY; David Carbol, Lake Forest, IL; Anita Charles, Wayne, ME; Jonathan Confer, Winfield, PA; Jeremy Dodd, Thousand Oaks, CA; Lynn Feigenbaum, Virginia Beach, VA; Abbi Ginsberg, Stanley, VA; Deborah Gurner, Bronx, NY; Tim Harrison, Brazil, IN; Nina Karp, Needham, MA; Claire Keating, Wilmington, DE; Maxine Manifold, Hagerstown, IN; Rocky Marino, Houston, TX; Betty Jean Neal, Topeka, KS; Jeff Niebuhr, Clinton, IA; Jeff Pettitross, Higganum, CT; Jeff Ristine, San Diego, CA; Michael Savett, Philadelphia, PA; Steven

Scheer, Kenner, LA; John J. Scotch II, New York, NY; J. L. Steinacker, Springville, UT; Gladys Treitel, Jerusalem, Israel; T. Washington, Baker, LA.

—R. Wayne Schmittberger

FROM OCTOBER/NOVEMBER STOCKING STUFFER

The object of this contest was to fit as many different game names as possible into a stocking-shaped grid, interlocking the names as in a crossword. Only games in "The Best Games of the Year" feature (October/November GAMES) could be used, although eight long names were allowed to appear in specific shortened forms. Punctuation and spaces in game names were to be ignored, and the numbers 1 and 0 were allowed to cross with the letters I and O, respectively. One restriction, though, was that all the names in the grid had to be connected, either directly or through an unbroken chain of other names.

Only 700 entries were received—a surprisingly small total, considering the substantial value of the grand prize. The winner, chosen by random draw from the many entries that tied with a high score of 22 (but a different set of names in each case) is Helen Benson of Tucson, Arizona. She will win the grand prize of all 51 games reviewed in the article. Runner-up prizes of a GAMES T-shirt go to the following, each of whom also fit 22 game names into the grid: Charles J. Babiowski, Turnersville, NJ; Bill Barnes, Union, NJ; David A. Cain, Watertown, MA; Michael J. Gayle, Columbia City, IN; Spencer Hibbs, Halifax, Nova Scotia; Linda Hirsch, Exeter, NH; Richard Jenkins, Sterling Heights, MI; Dorothy Landoll, Hobbs, NM; Margaret McCoy, Manteca, CA; Brian L. Platt, Woods Cross, UT.

—R. Wayne Schmittberger



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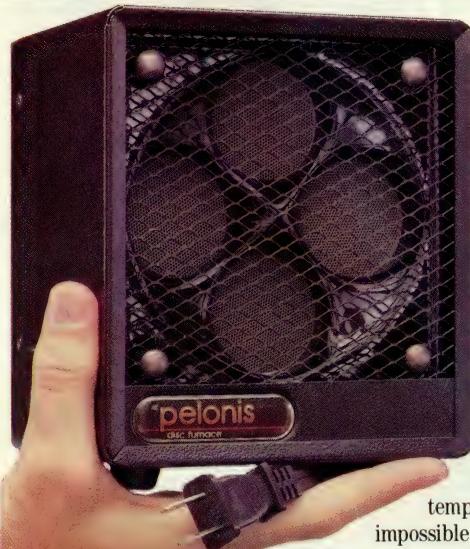
But you're only fooling yourself if you think it's proof of healthy teeth and gums. The unseen enemy is a natural mouth substance deposited on the teeth - plaque. Unchecked, plaque develops into rock-hard tartar behind which decay breaks down the tooth enamel and invades the soft, sensitive substructure. You have to remove the plaque before it hardens to prevent the process. Until recently there was no easy solution to this problem, but now there's Interplak, a precision-engineered, university-tested, three-speed plaque removal instrument. Its 10 independently driven bristle tufts rotate around their own axes: each tuft spins in the direction opposite to the spin of its neighbor at 4,200 rpm. The bristles are soft and rounded, adhering to dentistry recommendations, so that virtually every particle of plaque—98% of it—is removed gently and without irritation. Interplak even reaches between teeth and around orthodontic braces. Children think it's fun, so they're eager to brush. Interplak is cordless and easily stores in a free-standing or wall-mounted recharger/holder. Individual color-coded brush heads are available. The Interplak Home Plaque Removal Instrument with charger and two brush heads. \$99.95 #1110. Two additional brush heads \$29.95 #1111.



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something as flammable as tissue paper. There are no combustible fuels, flame or red-hot coils and a safety grille gives added protection.

Exceptionally safe and great for a child's room. *Efficiency:* the honeycomb pattern in the disc elements produces an extremely large heating surface, and the quiet turbo fan drives 100% of the air through. No other heater can do that. As a result the Pelonis does its work much more efficiently than an ordinary electric heater. *Comfort:* the Pelonis is the only heater with a true thermostat that allows you to dial in the temperature you want. The patented thermistor circuitry then holds that temperature, without the heating peaks and valleys that can result from cycling. *Durability:* the Pelonis is built like a tank, with a heavy-gauge metal case, industrial-grade components, and a meticulous attention to detail. It carries a 5-year limited warranty. *Versatility:* this six pound, six inch cube will go anywhere. The Pelonis allows you to lower the heat for the entire house and selectively heat only those areas you occupy. The Pelonis Disc Furnace was introduced in Canada (where they know a lot about cold) in 1984; last year it outsold all other electric heaters combined! We are pleased to introduce this latest technology in electronic heating. Includes a built-in handle and washable air filter. Standard 110 volts AC, UL listed. \$189.95 #1811.

Imagine heating a 17'x 20' room for 24 hours for 68 cents! In tests conducted by the National Certified Testing Laboratories, the Pelonis Disc Furnace raised the temperature of a 17'x 20' room from 50°F to 70°F and maintained the temperature at that level for 24 hours. The costs were based on the national average for electricity of 7 cents per kilowatt hour. The secret of the revolutionary Pelonis Disc Furnace is a scientific breakthrough: barium titanate honeycomb disc heating elements. Let's look more closely at some of the unique features of this remarkable product. *Safety:* despite its enormous heat output of 5,200 BTU's, the tiny Pelonis is incredibly safe. Utilizing special ceramic low temperature heating elements, it is virtually impossible for the heating elements to ignite even

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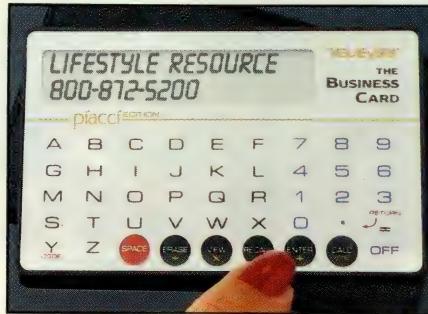
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WILD CARDS

EDITED BY MIKE SHENK

FOR THE RECORD LONG YEARS

Publishers may need wider pages this year if they want to print the year in Roman numerals: 1988 turns into MCMLXXXVIII, for a total of 11 letters. What year so far used the most letters in its Roman equivalent? And what will be the next 11-letter year?

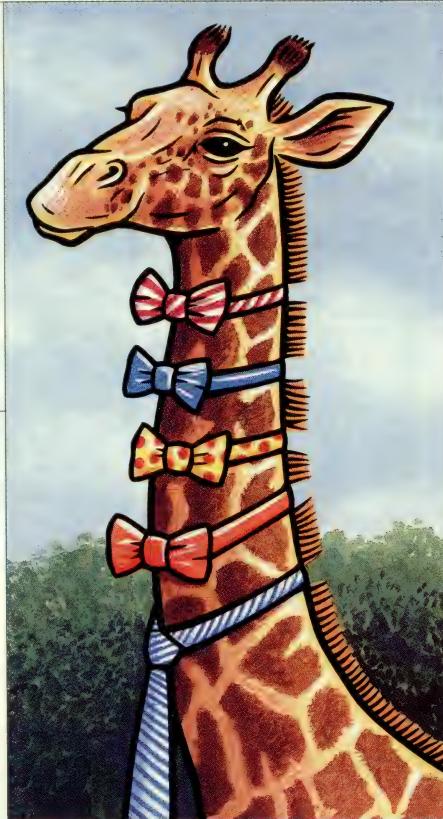
—Andrew Beresky

TRIVIA CAPTAIN'S TABLE

Can you match each of the fictional captains (1–8) below with the ship (a–h) he sailed? And for extra credit, can you name the book, musical or movie that featured each?

1. Captain Ahab
 2. Cap'n Andy
 3. Captain Blood
 4. Captain Hook
 5. Captain Larsen
 6. Captain Nemo
 7. Captain Queeg
 8. Captain Smollett
- a. *Avenger*
 - b. *U.S.S. Caine*
 - c. *Cotton Blossom*
 - d. *Ghost*
 - e. *Hispaniola*
 - f. *Jolly Roger*
 - g. *Nautilus*
 - h. *Pequod*

—Marilyn Baker



WORDPLAY COMPOUND NAMES

By completing the names of each pair of famous people below, you'll get a word or phrase fitting the subsequent clue. For example, the names for number 1 are WOOD and CHUCK, giving the answer WOODCHUCK to the clue "groundhog." (Don't worry about the spelling of the names, just the sound.) How many can you solve?

1. Natalie + Berry = groundhog
2. Billy Jean + Carrie = type of bird
3. Franz + Vincent = suggested cost
4. Vicki + Chevy = cop show event
5. Pete + George = thorny plant
6. Tom + Johnny = small amount of money, in business
7. Mr. + Cosby = an investment

—Theresa Sweeney

HALL OF FAME MUSICAL LEADERS

The music world is full of leaders, from Duke (Ellington) to Prince. Can you identify the prominent performers known by the six nicknames listed at right?

—Robert Leighton

1. The King
2. The King of Swing
3. The Boss
4. The Chairman of the Board
5. The Godfather of Soul
6. The First Lady of Soul

NUMBER PLAY ALI, BABA, AND THE FORTY SHEATHS

Ali's Sword Shop by the seashore sells sword sheaths, large and small, straight and curved. The only price difference Ali makes is that large sheaths cost twice as much as small ones.

Baba the Forgetful needs sheaths for his 40 swords. He buys 40 sheaths in assorted shapes and

sizes, and loads them onto his camel.

Suddenly he remembers that his 40 swords are all large. Since Ali offers no exchanges or refunds, Baba must buy an additional 70 dinars' worth of large sheaths.

Only then does Baba remember that all 40 of his swords are also

curved. So he returns to Ali's to buy another 50 dinars' worth of large curved sheaths.

Finally, having bought a total of 100 sheaths, Baba has enough to sheath all 40 of his large curved swords. How many dinars did Baba spend?

—Bob Stanton



TOUGH NUTS MULTIPLE DECK

A deck of 52 playing cards is cut into two piles. In the first pile there are twice as many black cards as reds. In the second, the number of red cards is an exact multiple of the number of blacks. How many cards are in each pile?

—Guney Mentes

TRIVIA ROLE PLAYING

Each of the first 12 TV characters (1–12) below was played by the same actor who played one of the second 12 characters (a–l) in another series. Can you match up the roles and name the actor and the shows for each role?

1. Audra Barkley
2. Little Joe Cartwright
3. Jed Clampett
4. Howard Cunningham
5. Bill Gannon
6. Bob Hartley
7. Sally McMillan
8. Tony Nelson
9. Sue Ann Nivens
10. Alexander Scott
11. Andy Taylor
12. Jack Tripper

- a. Krystle Carrington
- b. J. R. Ewing
- c. Harry Hooperman
- d. Heathcliff Huxtable
- e. Barnaby Jones
- f. Dick Loudon
- g. Ben Matlock
- h. Kate McCordle
- i. Rose Nylund
- j. Sherman Potter
- k. Jonathan Smith
- l. Amos Tupper

—Mary Frederickson

WORDPLAY THE ANONYMOUS LETTER

If you replace the question mark in the grid below with a certain letter of the alphabet, you will then be able to form five different eight-letter words. The words must be spelled out by moving from letter to adjacent letter either horizontally, vertically, or diagonally (as in the Parker Brothers game Boggle). No square may be used twice in the same word.

What letter should replace the question mark, and what are the five words?

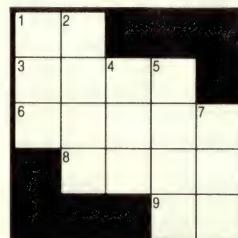
R	I	L	I
E	L	E	F
D	I	?	R
N	O	V	E

—R. Wayne Schmittberger

NUMBER PLAY COINAGE

Frank, Lira, and Mark are all avid coin collectors, each with a specific preference: one saves only nickels, one only dimes, and the third only quarters.

Using the clues at right, fill in each square of the grid with one of the digits from 0 to 9 (though 0 will never be the first digit of a number). All monetary values are in cents.



—Mary Frederickson

FOR THE RECORD AS IS STATES

The names of seven states in the United States contain the consecutive letters AS, and six others contain the consecutive letters IS. Can you name all 13 of them?

—Raymond D. Love

TEASERS FOUR SCORE

The seven words below have something in common (in addition to being four letters each) that has nothing to do with their meanings. Can you determine their noteworthy characteristic?

BEET CHOP HAND VIVA
RAVE MEND SCAR

—E. J. Ulrich

ACROSS

- 1 Total face value of two of Frank's coins and one of another's coins
- 3 Number of coins in Mark's collection
- 6 Total face value of Frank's and Lira's collections
- 8 Face value of Mark's collection
- 9 Face value of a penny plus two coins from one of the collections

DOWN

- 1 Number of coins in Lira's collection
- 2 Number of coins in Frank's collection
- 4 7-Down minus 1-Down
- 5 Face value of Lira's collection
- 7 See 4-Down

—Virginia McCarthy

ANSWERS

4 YOUR MOVE

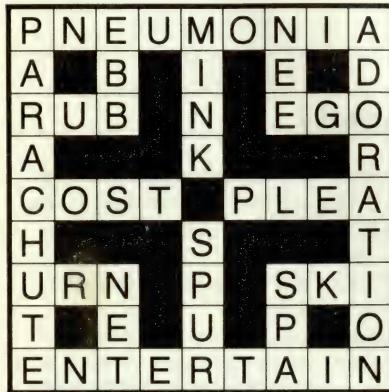
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9. Sean Penn (Rosina Wilson, Kensington, CA)
10. Isadora Duncan (Carolyn Tena, Issaquah, WA)
11. Smokey the Bear (Eileen O'Kane, So. Boston, MA)
12. Vanna White (Michael Jernigan, Columbia, SC)
13. Richard Milhouse Nixon (Mary Jean Parks, New Castle, DE)
14. Luke Skywalker (Richard Wong, San Jose, CA)
15. Sidney Poitier (E. and M. Saks, Bensalem, PA)
16. e. e. cummings (Mike Reiss, Los Angeles, CA)
17. George Plimpton (Albert Alfaro, Los Angeles, CA)

32 FOREIGN EXCHANGE

Fair Trade



Something Amiss

The slats of the shutters in Panel 4 are slanted in the wrong direction.

Seeing Spots

3	0	6·3
1	5	2·4
3	2	3·4
5	5	1·1

18. Easter Bunny (Manfred S. Rothstein, Fayetteville, NC)
19. Ivan Boesky (Judith M. Turcott, Salem, OH)
20. Buckminster Fuller (Betty L. Hughes, Newark, OH)

Buddy System

- 1-j, Pancho (*The Cisco Kid*)
- 2-e, Chester Goode (*Gunsmoke*)
- 3-h, Jim (*Huckleberry Finn*)
- 4-d, Bill Gannon (*Dragnet*)
- 5-i, Leporello (*Don Giovanni*)
- 6-c, Falstaff (*Henry IV*)
- 7-l, Colonel Pickering (*Pygmalion*)
- 8-k, Sancho Panza (*Don Quixote*)
- 9-a, Pat Brady (*The Roy Rogers Show*)
- 10-g, Dick Grayson (*Batman*)
- 11-b, Bunter (mysteries by Dorothy Sayers)
- 12-f, Archie Goodwin (mysteries by Rex Stout)

Times and Times Again

Let A = a and B = b. Then the letters stand for a repeating series: a, b, b/a, 1/a, 1/b, a/b, a, b, b/a, 1/a, and so on. We find that Y = a and Z = b, so Y + Z = a + b. But we already know that a + b = 1988.

Therefore, Y + Z = 1988.

Three-Party System

Avner is an Olive Green, Bilga is a Turquoise, Chuddle is a Turquoise, Dobolus is a Maroon, and Effery is an Olive Green. There are 15 Maroons, 16 Turquoises, and 17 Olive Greens in the Azalian senate.

23 SIT FOR A SPELL

Our list of relatively common words totals 51 points. Other answers may be possible.

1-Point Words: accede, accost, cannon, cannot, cocoon, comma, commode, common, corrode, cotton, dollop, doorman, loess, loose, loosest, lotto, mamma (or momma), manna, moose, morocco, motto, noose, oddest, oppose, ottoman, posse, proceed, process, processor, proof, roost, sloop, stoo, stool, stoop (35).

2-Point Words: access, foolproof, footloose, footstool, poolroom, possess, possessor, toolroom (8 x 2 = 16).

20 POP PARTY

The rock stars present are listed below, as they appear from top to bottom within each area. *Far left:* The Doors, America, The Four Aces. *Middle left:* The Beatles, The Police, Prince, The Dixie Cups, The Platters, Bread, The Monkees, The Crickets. *Center left:* The Animals, Chubby Checker, Queen, Air Supply, Styx. *Center right:* Wild Cherry, The Beach Boys, The Bee Gees. *Middle right:* Three Dog Night, The Byrds, The Carpenters, Madonna, Earth, Wind & Fire, The Mamas & the Papas, The Four Tops. *Far right:* The Rolling Stones, The Eagles, Chicago, Strawberry Alarm Clock.

10 LOGIC

Mixed Grill

It was Thursday, and the correct daily specials were:

- Monday—Swiss Steak
- Tuesday—Meat Loaf
- Wednesday—Ham
- Thursday—Fried Chicken
- Friday—Pork Chops

Library Books

Charlie Parker and Amy Ogden read biographies. Helen Norman and Donna Parker read mysteries. Grace Ogden and Fred Miller read adventure stories.

Burt Miller and Jack Norman read science fiction.

Park Street

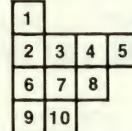
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39 EYEBALL BENDERS

1. Soft drink machine
2. Stacked flowerpots
3. Sand at the beach
4. Judge's gavel
5. Car-window handle
6. Venetian blinds
7. Refrigerator
8. Mailbox

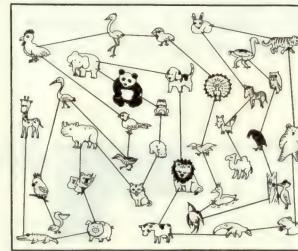
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Horseplay



The switch takes 40 moves. Number the squares as shown above and move as follows: 1-4-10-2-8; 7-1-4-10-2; 5-7-1-4-10; 6-4-1-7-5; 10-4-1-7; 2-10-4-1; 8-2-10-4-6; 1-4-10-2; 7-1-4-10; 6-4-1-7; 10-4-1; 2-10-4-6.

The Birds and the Beasts



Shady Business



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13. The Indian language is behind in the development of new words. (5)

14. Father ran downtown on a quick trip to the store. (6)

15. Need to repair a diode in the receiver. (5)

16. Martha taught the yogi some tricky kind of exercises. (9)

17. Color showed in the violent anger in each man's face. (9)

PENCILWISE PLUS ANSWERS BEGIN ON PAGE A14.

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ANSWERS

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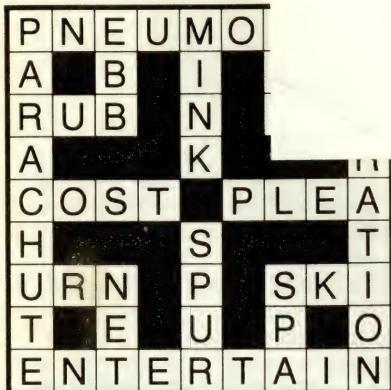
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12. Vanna White (Michael Jernig, SC)
13. Richard Milhous Nixon (Mary New Castle, DE)
14. Luke Skywalker (Richard Wo CA)
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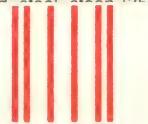
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spool, stink, stonewall, stowaway



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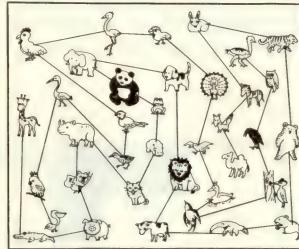
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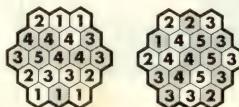


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P L U S

**GAMES
DELUXE**

Editor: Will Shortz • Assistant Editor: Mike Shenk

INSIDE AND OUT
By Will Shortz
★★

Each sentence below has a hidden word that is defined somewhere in the line. For example, sentence #1 concerns the word AFFINITY, which is defined as "N." (The number of letters in the answer is shown in parentheses.) Enter each answer in the box beginning in the appropriately numbered square and proceeding along the outlined path. When all the answers have been entered in this way, the shaded squares on the grid's border—starting in the upper left corner and reading clockwise—will spell a quote by Christopher Morley.

1. By covering the sheet with paraffin, it yielded a luster to the worker's *skiving*. (8)
2. If the girls look promising, let one try out for the team. (9)
3. The sound of the bird in Handel's oratorio left me bewildered. (6)
4. Seven visitors remained in part of New England. (5)
5. The darkness had everyone scared. (5)
6. Ray, the clean-up man, described the circus to Diana. (9)
7. The hungry fox encircled the sleeping farm animals. (4)
8. We discussed a political theory of freedom in our philosophy class. (6)
9. Our next entry in the talent competition shows room for improvement. (6)
10. It's hard to overcome a downwind in a field of expert bicyclists. (6)
11. The metal pin enabled me to fix the Swiss watch. (6)
12. Several taxpayers don't think the rate adjustment is fair. (4)
13. The Indian language is behind in the development of new words. (5)
14. Father ran downtown on a quick trip to the store. (6)
15. We need to repair a diode in the receiver. (5)
16. Martha taught the yogi some tricky kind of exercises. (9)
17. Color showed in the violent anger in each man's face. (9)

PENCILWISE PLUS ANSWERS BEGIN ON PAGE A14.

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ANSWERS

31 CAN YOU DIG IT?

The ten outlined areas spell the digits from zero to nine.



35 LETTER LOGIC



30 DOUBLE CROSS

- | | |
|--|--|
| A. EISENSTEIN
B. DINGBAT
C. MERRIMAC
D. UNICORN
E. NANTUCKET
F. DIPHThERIA
G. FOREIGN AFFAIRS
H. UTTAR PRADESH
I. LION
J. LATINATE
K. EDDIE FISHER | L. ROSIN
M. ATOMIC BOMB
N. NANA
O. ENCHANTMENT
P. CHIP SHOT
Q. DOWN AND
R. OUT IN
S. BEVERLY HILLS
T. THE WEIGHT
U. SOPHIE'S CHOICE |
|--|--|

An American once complained to Marshal Foch about the insincere politeness of the French. "There is nothing in it but wind," he said.

"There is nothing but wind in a tire," replied Foch, "but it makes riding in a car very smooth and pleasant."—Edmund Fuller, (2500) *Anecdotes*

25 TO TOP IT OFF

1. Top hat
2. Topsy
3. Big top
4. Top secret
5. Topper
6. Rolltop
7. Topographical
8. Top Gun
9. American Top 40
10. Topsin
11. Boxtops
12. Topkapi
13. Blow one's top
14. The Four Tops

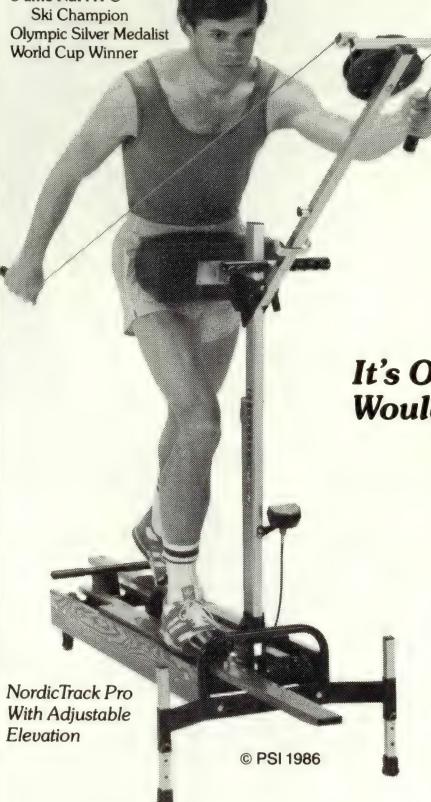
40 DINO GAMES

- I. 1. Eliminate Restriction 1.
2. Switch the red and purple A dinos.
3. Move the red B dino from c3-c4-c5 to c1-c2-c3. The four red dino heads now form the corners of a square.
- II. 1. Eliminate Restriction 1.
2. Jump the red A dino from c6-d6 to c2-d2.
3. Jump the purple E dino from d1-ed-f1 to d6-e6-f6. Each dino now touches at least two others.
- III. 1. Eliminate Restriction 2.
2. Move the red B dino from c3-c4-c5 to d2-d3-d4.
3. Move the yellow A dino from a2-a3 to e6-f6.
4. Move the red A dino from c6-d6 to d5-d6. The three A dinos now mutually touch.

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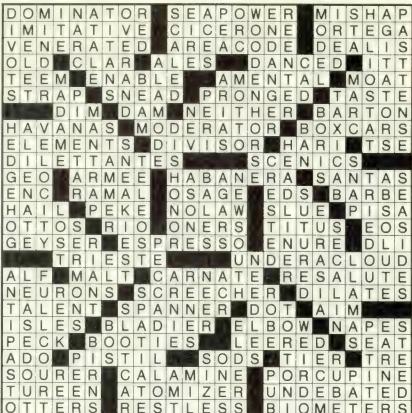
193B8

ANSWERS

25 PUN CRAZY



35 FEAT OF INTERLOCK



34 CRYPTIC CROSSWORD 1

ACROSS

- 1 Eagles (beagles - b)
- 4 Phillies (pies + hill)
- 9 Treat (theatre attractions)
- 10 Milestone (Miles + tone)
- 11 Asterisk (skater is)
- 12 Closet (lose + ct.)
- 14 Goat (got + a)
- 15 Parmesan (pan smear)
- 19 Elephant (the plane)
- 20 Ogre (ergo)
- 23 Recite (ire etc.)
- 25 Stiletto (lit + set-to)
- 27 Bluegrass (as buglers)
- 28 Stair (stir + a)
- 29 Detonate (Eton + date)
- 30 Assent (a scent)

DOWN

- 1 Estrange (sergeant)
- 2 Great Dane (Teagarden)
- 3 Eatery (eye rat)
- 5 Hale (hail)
- 6 Listless (list-less)
- 7 Irons (on + IRS)
- 8 Sheets (theses)
- 10 Mustache (must + ache)
- 13 Emanates (set + a + name)
- 16 Nightmare (arming the)
- 17 Pentagon (pen + tag + on)
- 18 Democrat (Tom raced)
- 21 Probed (pro + bed)
- 22 Clasps (p + class)
- 24 Count (two meanings)
- 26 Cast (two meanings)

34 CRYPTIC CROSSWORD 2

ACROSS

- 1 Pastime (I'm + paste)
- 5 Scanned (canned + s)
- 9 Gruel (Luger)
- 10 Transacts (cast rants)
- 11 Avant-garde (advantage + R)
- 12 Mail (two meanings)
- 14 Tutorial (U. + to + trial)
- 16 Family (fly + a + M + I)
- 18 Breath (bather)
- 19 Sleepers (s + repeels)
- 22 Etch (etc. + H)
- 23 Postmaster (tore stamps)
- 26 Draconian (card + on + Ian)
- 27 Tired (it + red)
- 28 Rotates (toaster)
- 29 Marshal (martial)

DOWN

- 1 Pageant (page + ant)
- 2 Sousa (so + USA)
- 3 Illiterate (I'll + iterate)
- 4 Eats away (yaw at sea)
- 5 Stands (and + Sts.)
- 6 Also (seals off)
- 7 Nectarine (nine + crate)
- 8 Display (Di's + play)
- 13 Malefactor (male + factor)
- 15 Trenchant (try - y + enchant)
- 17 Platinum (plum + a + tin)
- 18 Blender (L + bender)
- 20 Strudel (rustled)
- 21 Movies (MO + vies)
- 24 Torch (great ORchestra)
- 25 Port (two meanings)

FAKE AD

The Fake Advertisement announced in the Table of Contents was for the National Air Board and appeared on page 3. Idea and photo by Nick Koudis

WILD CARD ANSWERS

LONG YEARS

The longest year to date was 1888, with 12 letters: MDCCCLXXVIII. The next 11-letter year will be 2188: MMCLXXXVIII

CAPTAINS TABLE

- 1-h, Pequod (*Moby Dick*)
- 2-c, Cotton Blossom (*Show Boat*)
- 3-a, Avenger (*Captain Blood*)
- 4-f, Jolly Roger (*Peter Pan*)
- 5-d, Ghost (*The Sea Wolf*)
- 6-g, Nautilus (*20,000 Leagues Under the Sea*)
- 7-b, Caine (*The Caine Mutiny*)
- 8-e, Hispaniola (*Treasure Island*)

ALI, BABA, & THE FORTY SHEATHS

Baba spent 165 dinars. Each small sheath cost one dinar and each large sheath cost two. His initial purchase included 5 large sheaths and 35 small ones. His second purchase consisted of 35 large sheaths, at which point he had 15 curved large sheaths, 25 straight large sheaths, and 5 small sheaths. His final purchase was 25 curved large sheaths.

MUSICAL LEADERS

1. Elvis Presley
2. Benny Goodman
3. Bruce Springsteen
4. Frank Sinatra
5. James Brown
6. Aretha Franklin

COMPOUND NAMES

1. Woodchuck (Wood, Chuck)
2. Kingfisher (King, Fisher)
3. List price (Liszt, Price)
4. Car chase (Carr, Chase)
5. Rose bush (Rose, Bush)
6. Petty cash (Petty, Cash)
7. T-bill (T, Bill)

MULTIPLE DECK

There are 36 cards in the first pile (12 red and 24 black) and 16 in the second pile (14 red and 2 black).

ROLE PLAYING

- 1-a, Linda Evans (*Big Valley, Dynasty*)
- 2-k, Michael Landon (*Bonanza, Highway to Heaven*)
- 3-e, Buddy Ebsen (*The Beverly Hillbillies, Barnaby Jones*)
- 4-l, Tom Bosley (*Happy Days, Murder She Wrote*)
- 5-j, Harry Morgan (*Dragnet, M*A*S*H*)
- 6-f, Bob Newhart (*The Bob Newhart Show, Newhart*)
- 7-h, Susan St. James (*McMillan and Wife, Kate & Allie*)
- 8-b, Larry Hagman (*I Dream of Jeannie, Dallas*)
- 9-i, Betty White (*The Mary Tyler Moore Show, Golden Girls*)
- 10-d, Bill Cosby (*I Spy, The Cosby Show*)
- 11-g, Andy Griffith (*The Andy Griffith Show, Matlock*)
- 12-c, John Ritter (*Three's Company, Hooperman*)

THE ANONYMOUS LETTER

The letter is K, and the words formed are KINDLER, LIFELIKE, LIKELIER, OVERKILL, and REKINDLE.

COINAGE

2	5			
1	3	3	5	
5	9	3	3	5
6	6	7	5	
5	1			

Mark collects nickels, Frank collects dimes, and Lira collects quarters.

AS IS STATES

The state names containing AS are: ALASKA; ARKANSAS; KANSAS; MASSACHUSETTS; NEBRASKA; TEXAS; and WASHINGTON. The state names containing IS are: ILLINOIS; LOUISIANA; MISSISSIPPI; MISSOURI; RHODE ISLAND; and WISCONSIN.

FOUR SCORE

Each of the seven words is the beginning of the name of a famous composer: BEETHOVEN, CHOPIN, HANDEL, VIVALDI, RAVEL, MENDELSSOHN, and SCARLATTI.

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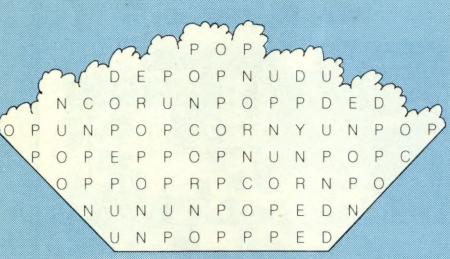
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How to Enter On the entry blank below (or a facsimile), indicate the number of times UNPOPPED appears in the bowl, and print your name and address. Mail your entry to: **Pop-Secret Popcorn Bowl Contest, GAMES Magazine, 810 Seventh Avenue, New York, NY 10019.**

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Name _____

Address _____

City _____ State _____ ZIP _____

The number of times UNPOPPED appears in the popcorn bowl grid is _____.
_____.

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Void where prohibited or restricted by law.

ANSWERS

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

* **Conversation Piece** (Wild Cards, October/November, page 52). We asked for a common word that contains the consecutive letters UIA. The word we had in mind was COLLOQUIAL, but Mary Wardwell, of Greenfield, MA, was the first of dozens of readers to suggest ALLELUIA and COLLOQUIA (a plural of "colloquium").

COMING

DISTRACTIONS

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